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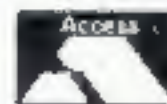


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## A wider look at the Acorn scene

**A**CORN PROGRAMS is expanding. In this issue, we bring you news, more software reviews than ever before, a look at the fast-growing Electron software market, and the first of a regular advice series by our programming expert. We also meet the man behind Aviator, the leading game in the current Acornsoft range.

Listings still take pride of place and this month we publish the best 20 programs from the bumper crop you sent us. Keep sending your programs, on disc or cassette please, with your name and address and a brief description of what each one does and for which machine — BBC or Electron — it was written. Unfortunately, we cannot acknowledge every cassette we receive but we will return any program that we do not intend to publish provided that it is accompanied by a SAE.

The programs selected for this issue have been checked, listed from working copies and printed without amendments. All of them, including those written for the Electron, will also run on the BBC B. We hope you enjoy them.

*The Editor*

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# LORDS OF TIME

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— *Soft, Sept 83*

"Colossal Adventure is included in Practical Computing's top ten games choice for 1983: 'Poetic, moving and tough as hell.'"

— *PC, Dec 83*

"Colossal Adventure... For once here's a program that lives up to its name... a masterful feat. Thoroughly recommended"

— *Computer Choice, Dec 83*

"Colossal Adventure is one of the best in its class. I would recommend it to any adventurer."

— *Acom User, Feb 84*

"Adventure Quest... This has always been one of the best adventures for me as it seems to contain the lot. In all it took me about eight months to solve."

— *PCW, 18th Jan 84*

"To sum up, Adventure Quest is a wonderful program, fast, exciting and challenging. If you like adventures then this one is for you"

— *NILUG issue 1.3*

"Colossal Adventure is simply superb... For those who want to move onto another adventure of similar high quality, Dungeon Adventure is recommended. With more than 200 locations, 700 messages and 100 objects it will tease and delight!"

— *Educational Computing, Nov 83*

## ADVENTURE REVIEWS

"Colossal Adventure... undoubtedly the best Adventure game around. Level 9 Computing have worked wonders to cram all this into 32K... Finally **Dungeon Adventure**, last but by no means least. This is the best of the lot - a truly massive adventure - you'll have to play it yourselves to believe it."

— *CBM 64 Users Club Newsletter*

"The puzzles are logical and the program is enthralling. **Snowball** is well worth the money which, for a computer program, is a high recommendation."

— *Micro Adventurer, Dec 83*

"**Snowball**... As in all Level 9's adventures, the real pleasure comes not from scoring points but in exploring the world in which the game is set and learning about its denizens... this program goes to prove that the mental pictures conjured up by a good textual adventure can be far more vivid than the graphics available on home computers."

— *Which Micro?, Feb 84*

"**Lords of Time**. This program, written by newcomer Sue Gazzard, joins my favourite series and is an extremely good addition to Level 9's consistently good catalogue... As we have come to expect from Level 9, the program is executed with wonderful style - none of those boring 'You can't do that' messages! Highly recommended."

— *PCW, 1st Feb 84*



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Level 9 adventures are available from good computer shops, or mail-order from us at no extra charge. Please send order, or SAE for catalogue, to

## LEVEL 9 COMPUTING

Dept AP, 229 Hughenden Road,  
High Wycombe, Bucks HP13 5PG  
Please describe your computer



# Drawing on the power of a second processor

THE LONG-AWAITED 6502 second processor for the BBC micro, promised by Acorn Computers ever since the machine was launched two years ago, has made its appearance. Costing £199, the 6502 gives the BBC owner an additional 64K of memory and speeds the running of many programs by 50 per cent.

Connected to the 'tube', the Acorn patented high-speed bus interface for the BBC, the 6502 takes over the running of the program, leaving the machine to handle input and output, screen display, memory and system filing. With the second processor plugged-in, the BBC has 60K of memory available to assembly language programs and 44K to Basic programs.

## Growing Acorn

ACORN EXPANSION aims overseas include a plan to sell £5.5 million worth of BBC micros to Australia, where a total of £11 million is being spent in the next two years to put micros into state and private schools. The Australian government has chosen Acorn, Apple and Applied Technology of Australia as approved suppliers for the scheme.

Acorn sales in the U.S. may be helped by the BBC television series on computers to be shown on ABC.

At home, Acorn says it is hard-pressed to meet demand, which is running at about 25,000 machines a month. Nevertheless, the company is mounting a major promotion campaign this year.

Plans are going ahead for the launch of Acorn business machines costing less than £1,000 in the autumn.

Acorn claims that the second processor will make possible many sophisticated applications not available to other home micros. To prove its point, the company launched the processor together with a powerful new graphics peripheral, the Bitstik.

Developed by Robocom, which produced it originally for the Apple, the Bitstik is intended as the Acorn entry into the growing computer-aided design market. The

company regards it as the ideal tool for education and CAD training.

The joystick device makes a number of facilities possible, from drawing lines to painting, magnifying or copying sections of a drawing. The graphics software for the Bitstik is held on a special ROM chip which plugs into the micro and the master utilities are provided on an 80-track floppy disc. A complete Bitstik system will sell for £375.



A REAL JCB digger, a policewoman and two 'Meanies' helped to launch a new game from Acornsoft, *JCB Digger*. The game features a JCB excavator loader pitted in an island battle against marauding hordes of blob-like aliens. The idea of the game originated from the makers of the machine, JCB Excavators Ltd. "The company wanted a computer game to support its promotions," says Acornsoft managing director David Johnson-Davies, "but we believe it will appeal to all games enthusiasts." Author Jonathan Griffiths drove a JCB digger at the company's Staffordshire factory at the start of his five months' work on the program.

## A nod is as good as a win

A RECORD-BREAKING attempt to play computer games non-stop for 24 hours failed when 14-year-old Derek Creasey of Stockport fell asleep with 55 minutes to go.

The marathon was staged at the opening of the Electron and BBC Micro User show in London. "Creasey was still going strong after 20 hours," says organiser Mike Cowley,

"but then started to develop a headache. When he fell asleep, we did not have the heart to wake him."

The attempt was intended to prove that playing computer games for long periods has no harmful medical effects. Creasey was monitored throughout his stint by a computer link with an electrocardiograph machine and checked regularly for disori-

## Bad marks for maths programs

THE MATHEMATICAL Association has uncovered serious errors in the software pack supplied to primary schools by the Government-sponsored Microelectronics Education Programme. The software accompanies any machine which primary schools buy under an assisted purchase scheme. Schools can choose between the BBC, the 48K Spectrum, and the RML 480-Z.

So far the software, developed by the MEP at a cost of about £100,000, has gone to 27,000 primary schools. The package includes teacher training material, as well as language and mathematical programs.

Copies of the report prepared by a committee of the association are being sent to local education authority advisers and inspectors.

A spokesman for the MEP says if it proves necessary after discussions with the authors of the programs, new editions will be prepared.

A spokesman for the Inner London Education Authority educational computing centre comments: "The problems are those of any software package supplied free, although that is not to say teachers would do better with commercial software. Standards in educational software are uneven and teachers should look carefully at packages before they buy them."



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# The great detective interrogation

CRIME and Detection Quiz is one of a recent series of quizzes from Acornsoft. Devised by crime writer Julian Symons, the quiz can be undertaken by one or two people or two competing teams, and a count-down facility enables you to play against the clock if you wish.

The program is loaded in two parts. The first gives you the main menu, with a choice of 15 sections; another 15 are offered on side two of the tape. The subjects about which you can choose to be interrogated range from general ones such as matching famous detectives to brief descriptions, to films of the books or specific authors like Agatha Christie or Raymond Chandler.

A good deal of information is packed into the single-screen summary of the subject which precedes the questions. Sensibly, the authors have avoided the neces-

sity of building a database which would enable the computer to decide whether your answers are correct or not. You enter your solution and if it matches the correct answer supplied by the program, you award yourself one or two points, depending on how close you think your answer was.

The program will then keep track of how many points you have scored and tell you at the end how long you have taken to complete the quiz, a useful tie-breaker



when more than one person is playing.

The questions are well judged to appeal to both the uninitiated, who are bound to find a few they can answer, and experts who have plenty to get their teeth into, and it is clear that much thought has gone into the program. The only disadvantage is the time it takes to load each quiz section. Any section close to the top of the list will load quickly but if you happen to be a Dashiell Hammett fan, you will have to wait for some time for your section, numbered 14 on the list. Working through the various sections chronologically, however, would eliminate excessive waiting.

Other quizzes in the series — history, theatre, music, royalty and science fiction — adopt the same format and have equally distinguished authors, such as Brian Aldis for the science fiction and John Julius Norwich for history. Judging by the high standard of **Crime and Detection Quiz**, the series should prove a success, even though at £12.95 the programs are expensive for the home buyer.

Crime and Detection Quiz is produced by Acornsoft, 4a Market Hill, Cambridge CB2 3NJ.

## Invaders still to the fore

GALAXY WARS and City Defence are among several programs which Bug-Byte has released simultaneously in BBC B and Electron versions. Both will look distinctly familiar to anyone who has played Space Invaders.

**Galaxy Wars** has alien bombers attacking the player's base, with the player darting from side to side trying to avoid their missiles and shoot them from the sky. When one wave has been destroyed, a new wave arrives which weaves back and forth to add variety and make things a little more difficult.

The program is competently executed but the graphics look dated and the scoring is too laborious to provide real excitement.

**City Defence** is another variation on the same theme, with deadly missiles approaching your ground base. Your defence is conducted by means of rockets; you can have five in the air at a time, and some interest is added by the fact that the last to be released can be guided in pursuit of its target.

Galaxy Wars and City Defence are produced by Bug-Byte. Mulberry House, Canning Place, Liverpool L1 8JB. They cost £7.50 each.

## Fast favourite

COMPUTER CONCEPTS does not score high marks either for the presentation of the cassette insert, a skimpy and easily-lost leaflet containing all the instructions, or the originality of **Android Attack**. Nevertheless, it is a fast and reasonably addictive version of an old favourite.

Closely modelled on Pac-man, **Android Attack** features a maze where the object is to ward off attack by enemy androids while maintaining your energy level by eating dots or even more sustaining foods such as cherries.

Keeping ahead of the androids is not enough. To avoid being trapped, you may have to blast your way out of trouble by firing at the androids is not enough. To by turning to face them first. Another option is to lay mines and then explode them in the path of the enemy.

Quick wits and nimble fingers are needed to play the game, in which some fairly spectacular explosive effects add to the excitement. **Android Attack** is produced by Computer Concepts, 16 Wayside, Chipperfield, Herts WD4 9JJ. It costs £7.90.

## Inter-galactic Eagle

INSTEAD of shooting at aliens or piloting a spacecraft through the skies, **Eagle** has you guiding an inter-galactic survey ship through the moons of the planet Thrug in a geological search for rare trace elements.

On each screen you start at the top and try to find your way through a passageway to a gap at the bottom, which leads to the next screen and a different landscape. You have only left and right controls,

plus a thrust button, to avoid various hazards which will deplete your energy.

Fortunately each screen contains four iridium pods and picking them up will restore energy, although the risks of searching for them can sometimes outweigh the benefits. You score points for every screen you complete successfully and for every pod you pick up.

Although the graphics are not spectacular, they possess

a touch of originality, and the floating movements, more like those of a parachute than any conventional computer spacecraft, provide an unusual challenge. Unless you are a very nimble-fingered player for whom the game seems easy, you will probably find **Eagle** an addictive if sometimes frustrating game.

**Eagle** is produced by Salamander Software, 17 Norfolk Road, Brighton, Sussex BN1 3AA and costs £7.95.



## Lesson of helicopter crash

AN EDUCATIONAL program from the recently launched software house, Kerian (U.K.) Ltd is **Heli-Maths**, designed for children up to the age of 13.

The main menu gives five options — addition, subtraction, multiplication and division, plus a mixed section. For whichever section a child chooses, a sum appears at the top, while a series of answers is shown in a row of brick boxes at the bottom.

Using the cursor keys, the child guides a helicopter towards the chosen answer. The helicopter picks up the answer and deposits it beside the question. A correct answer is rewarded with a tick and a cheerful tune. An incorrect answer has the helicopter crashing to the ground, shaking the entire screen display.

Although the graphics are attractive and the idea of using a helicopter to winch numbers about the screen is appealing, the action is too slow to hold interest for long. One wonders, too, whether a child might not be tempted to choose incorrect answers rather than correct ones, since the helicopter crash is a more interesting response than the tick of approval.

Kerian (U.K.) Ltd is at 29 Gisburn Road, Hessle, North Humberside HU13 9HZ. Heli-Maths costs £5.95.

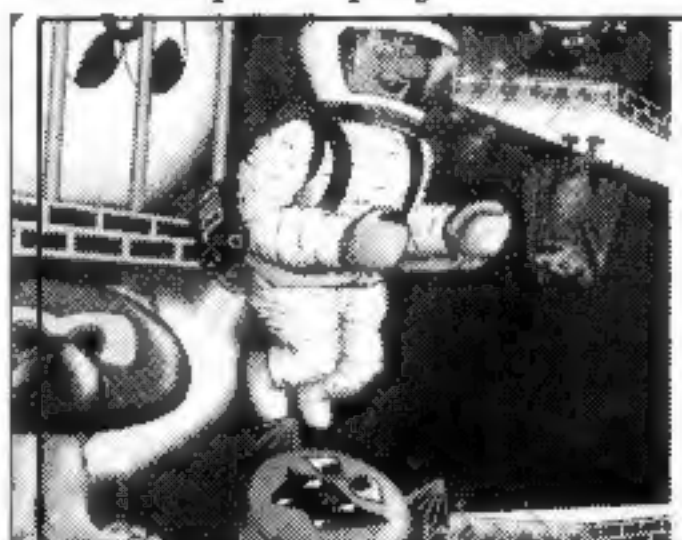
## Difficult balance in jet-powered journey

ABILITY to leap from ledge to ledge is a prime requirement for playing a new arcade game, **Jet Power Jack**.

The story is that Jack has been kidnapped and imprisoned in a large space garage. To escape he has to cross to the other side of the garage to collect some red fuel pods which will enable him to re-fuel his waiting starships. His task is complicated by the fact that his oxygen supply is limited to one minute for each trip, that various hostile space beasts are trying to prevent him succeeding, and that the fittings on the ceiling and also the edges of the platforms are live, causing Jack to

plummet to his death at the slightest contact.

Jack is powered by a turbo-pack strapped to his back and piloting him across the garage entails achieving a difficult balance between the thrust of the turbopack and the left and right control keys. Mastering the movement takes a little practice but expert players should



find the game addictive. The graphics are lively, with a variety of weird and wonderful creatures on the different screens. The way in which Jack's spectacular fall to the bottom of the garage is depicted, however, is definitely not for the squeamish.

Jet Power Jack is produced by Program Power, 8-8a Regent Street, Chapel Allerton, Leeds LS7 4PE. It costs £7.95.

## Mild action on ice

PERCY PENGUIN is one of a new range of games for the BBC B from Superior Software. A doubtful asset of the game is the skilful rendering of Bach's *Tocatta and Fugue* in D minor which accompanies the action.

The story is that Percy the penguin is trapped in an ice maze populated by deadly Snobeas. The only way he can survive is either to keep one step ahead of the creatures or to throw ice cubes at them to squash them. If Percy manages to eliminate the entire species, another breed of even deadlier creatures appears to threaten him.

Avoiding the Snobeas is difficult at first but the speed and excitement of the game are not such as to lift the standard maze-type scenario out of the ordinary. The graphics are smooth and colourful, although the Snobeas look more like fluffy chicks than deadly enemies.

Mastering the art of manoeuvring Percy while at the same time pecking through ice cubes or propelling them towards his pursuers can offer some satisfaction to arcade fans who like fairly mild action.

**Percy Penguin** is produced by Superior Software, Regent House, Skinner Lane, Leeds LS7 1AX. It costs £7.95.

## Explosive battle

SUPERB GRAPHICS are the major asset of **3-D Bomb Alley** which is described as a simulation of an air-sea battle. Not everyone will like the inevitable associations with the Falklands war and the rendition of *Rule Britannia* can be irritating, especially when it is repeated at the start of every game. Other flaws are the lack of instructions on the cassette insert and the fact that it is impossible to return to the start of the game without re-loading the tape.

Further, 3-D Bomb Alley has little to offer in the way of

a story-line; it is simply a case of lining-up your anti-aircraft gun sights and shooting at enemy aircraft in time to prevent them dropping their bombs on your ships. Your score will depend on how many ships you have remaining — the more you have the higher your score.

Simple though the game may be, and however unhealthy the impulses which make you want to indulge in such a warlike activity, it must be admitted that the screen display is extremely effective. The way the aircraft grow from tiny dots in the sky to recognisable aircraft and then zoom away overhead is particularly realistic, and the tension mounts as the number of aircraft increases, making the task of defending your ships even more difficult. There are some good explosive effects, too, even though the bombs do not land directly on the ships.

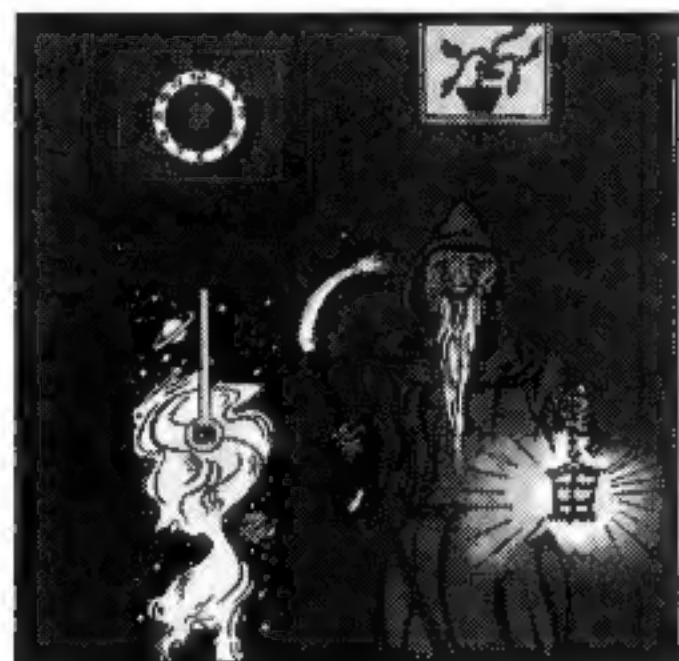
3-D Bomb Alley is produced by Software Invasion, 50 Elborough Street, Southfields, London SW18 5DN. It costs £7.95.

### BBC B TOP TEN

Position	Title	Company
1	Great Britain	Simon Hessel
2	Cylon Attack	A & F Software
3	Snowball	Level 9 Computing
4	Snooker	Acornsoft
5	Killer Gorilla	Program Power
6	Rocket Raid	Acornsoft
7	Planetoids	Acornsoft
8	Hunchback	Superior Software
9	747 Simulator	Dr Soft
10	Carousel	Acornsoft

Figures supplied by W H Smith





## Time the key to adventure

ADVENTURE games are a speciality of Level 9 Computing and **Lords of Time** for the BBC B is an excellent example of what the company can achieve. The player's mission in the complex saga is to travel through time collecting nine objects which will prevent the evil time-lords bending the course of history to their will.

To succeed in your quest, you have to locate Father Time who will give you the necessary instructions. As there are nine time zones, entered via the clock, the search can take a long time. The authors recommend tackling the time zones in chronological order, beginning with the prehistoric era when an encounter with a mammoth or allosaurus might prove educational.

Level 9 Computing has compressed a large amount of data into the program, which includes more than 200 realistically-described locations and about 80 objects. The computer understands elaborate commands of three or four words, as well as helpful ones like TAKE EVERYTHING or phrases using IT when referring to an object mentioned previously.

The company offers buyers of the game a free clue but you are unlikely to solve the adventure without contributing a good deal of patience and perseverance.

Level 9 Computing is at 229 Hughenden Road, High Wycombe, Bucks. **Lords of Time** costs £9.90.

# Dangerous ramparts a popular formula

SUPERIOR SOFTWARE appears to have found the right formula for success with **Hunchback**, which is proving to be one of the most popular games available for the BBC.

The action takes place on the ramparts of a mediaeval castle and the object is to rescue Esmeralda who is being held captive in one of the towers. Each section of the walls presents its hazards and when one section has been negotiated safely it scrolls on to the next.

Our hero, who looks more like an amiable country bumpkin than any knight in shining armour, has to jump over cannonballs, duck arrows, swing on ropes and leap over the spears of guards to reach the grateful prisoner. On some screens, he faces combinations of all those dangers.

Except for the somewhat



jerky scroll from one screen to another, the graphics and animation of **Hunchback** are extremely effective and appealing. While some sections of the game are easy enough for the most clumsy player, others demand advanced keyboard skills.

A great advantage is that you can choose not only at what skill level, or rather speed, you want to play, but at which section of the wall you want to start, so that if,

like some of us, you have difficulty swinging across a chasm on a rope, you can miss that portion and go to the next. That eliminates the frustration encountered in so many computer games of having to start from the beginning every time you fail to clear any particular obstacle.

**Hunchback** is available from Superior Software, Regent House, Skinner Lane, Leeds LS1 2SP and costs £7.90.

## Spooks are a challenge

GHOULS from Program Power is set in a deadly haunted mansion where the player is trying to rescue some power jewels, whatever they may be.

Ghosts, which bear down slowly on you and squash you flat are but one of the many dangers awaiting you. There are also cracks which appear suddenly in the floorboards, poisonous spikes, and an evil spider which bobs up and down. Consuming the yellow titbits scattered about the mansion earns extra points.

Some of the details of the scenario may be different but otherwise **Ghouls** is similar to a number of other BBC games in that it involves jumping over obstacles and

leaping from one level or platform of the game to the next. The ultimate aim is to reach the top of the screen before your time expires and from there go on to new and even more spooky screens.

Inexperienced players may find difficulty in surviving — even with four lives initially — let alone reaching the top in time, but the nimble-fingered will probably enjoy the challenges presented by the game.

The graphics are competent and sound effects include a soothing spot of Bach during the loading.

**Ghouls** is produced by Program Power, 8-8a Regent Street, Chapel Allerton, Leeds and costs £7.95.

# Heist grabs the player

SOFTSPOT is relying on an old and well-tried formula in **Heist** for the BBC B but that is unlikely to detract from the popularity of the game.

On a Donkey Kong-style construction of ladders and platforms, a bank manager is attempting to gather bags of money scattered about the bank and store them away safely in the vault.

Four burglars have broken into the bank and are pursuing the manager to take the bags from him. As if that alone did not cause sufficient

problems, the burglars occasionally plant time bombs which the bank manager must hurry to defuse before they blow the bank sky-high.

The manager can defend himself against the burglars by means of two hammers but they cannot be carried up the ladders. There is some good news, however, in the form of cups of tea which appear at random on the screen to give the player extra points if they are reached within 10 seconds.

Although scarcely an origi-

nal game, **Heist** is entertaining enough, with plenty of action to keep you scurrying up and down ladders and along the different levels. If you complete the first screen, there is another more difficult one to continue to test the reflexes. The graphics are appealing, with the bank manager's demise shown as a flight to heaven on angel's wings.

**Heist** is produced by Softspot, 29 South Crescent, Prittlewell, Southend, Essex SS2 6TB. It costs £7.95.



# Newcomers the target in shooting games

## Nicole Segre surveys software for the Electron

**D**ELAYS in delivery of the Electron, or perhaps the lack of serious competition at such an early stage in the life of the machine, appear to have led software houses to minimise their investment in Electron games and abandon any attempt at originality. Many of the games available seem to be aimed at the complete newcomer to computers who has never had a chance to make comparisons with the software available for other machines.

No doubt that mistake will soon be rectified and in the meantime any new software, much of it competent if not inspired, will be welcomed gratefully by Electron owners.

Wave upon wave of unwanted visitors of one kind or another are a recurring theme of the games on the market. In **Kamakazi** — such is the unusual spelling on the cassette cover — from A & F Software, the threat is from successive squadrons of enemy aircraft which are attacking the player's base. The aim of this straightforward shoot-out game on Space Invader lines is to move up the ranks listed on the score table, from novice through to leader right up to superman, by displaying prowess at zapping the enemy from the sky.

The concept is by now all too familiar, giving the game a decidedly dated air, and the graphics lack the sophistication which might have dragged it into the present, if not the future. The action is fast, however, and anyone who enjoys testing reflexes against invading hordes will probably find **Kamakazi** a satisfactory way of doing so.

A more interesting game for the Elec-

tron player must try to line them up in the spaceship sights and zap them before they have time to release their deadly missiles.

The screen display shows the pilot's cockpit and the view from his windscreen. At the top is a long-range radar screen revealing the whereabouts of Cylons which are out of the pilot's view. When Cylons are framed in the pilot's sights, the cross at the centre increases in size to indicate that there is a good chance of a direct hit.

Fast reactions are needed to shoot at precisely the right moment and forestall enemy fire. Each time the spaceship is hit the number of its shields decreases and regular trips to the mothership are needed to prevent it running out of fuel.

The 3-D graphics and the sound effects of this lively game achieve some striking results and most arcade games fans would probably need no encouragement to play it for long periods. To make sure, however, A & F Software has incorporated a high-score competition, with the facility to save the high score table on cassette and send it as a competition entry.

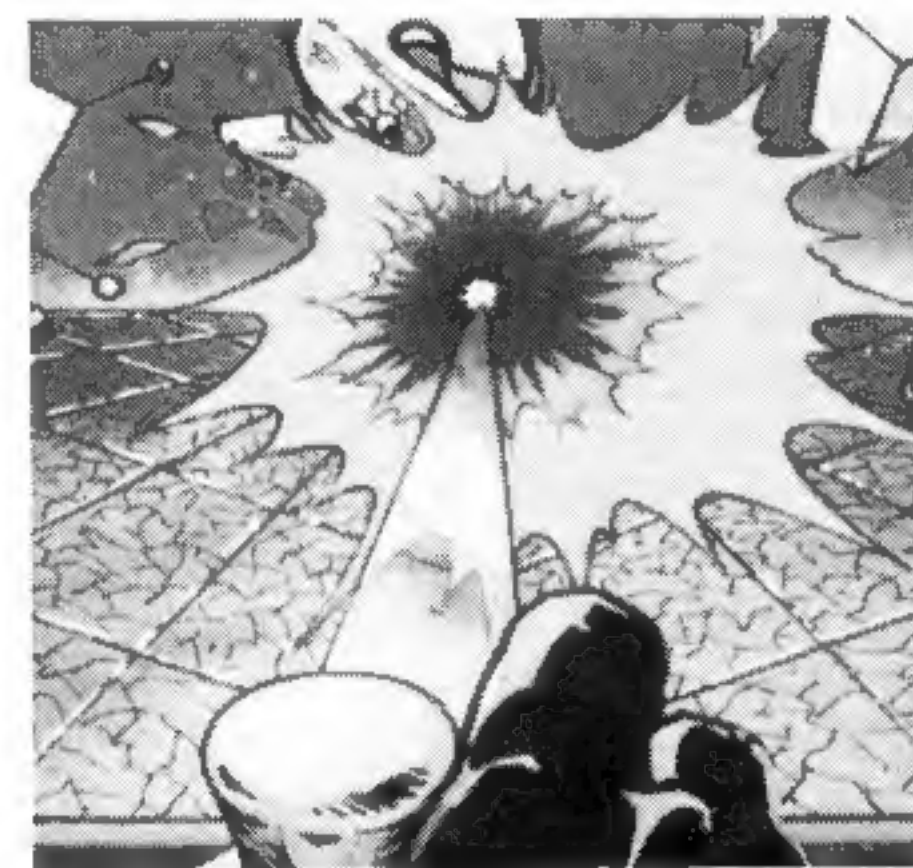
A & F Software is at Unit 8, Canal Side Industrial Estate, Woodbine Street East, Rochdale, Lancs OL16 5LB. **Kamakazi** and **Cylon Attack** cost £7.90 each.

The fact that the line of fire in **Jungle Jive**, produced for the BBC and Electron by Virgin Games, is directed against animals will probably not endear it to many people. The two-sided tape for the BBC B and the Electron has the player as explorer strolling through

bullets which do not hit target are liable to ricochet from the sides of the screen and kill the explorer, as well as by a slithering snake which makes random appearances in the explorer's path. Clearing one screen leads to another where the action is faster and more dangerous.

**Jungle Jive** is well-presented and lively but in spite of an unusual setting, is simply a variation on a well-tried shoot-out theme.

The same goes for **Bugs**, another Virgin Games offering, this time for the Electron only. The targets are a variety of bugs which for some reason have invaded your garden and which you



must fight off with your fast-firing spray. A slow-moving snail adds to your difficulties by leaving a trail which prevents you killing your spider and scorpion enemies — this is obviously no English garden.

**Jungle Jive** and **Bugs** are produced by Virgin Games, 61-63 Portobello Road, London W11 3DD. They cost £7.95 each.

In **Alien Dropout**, from Superior Software, the pests to be eliminated are — you will never guess — killer moths bent on destroying the earth. The moths fall in sequence into a row of boxes overhead and as soon as one box is full a moth is released which will attempt to destroy your laser. Shooting from the ground, your aim is to destroy the moths before they fill their boxes and wreak havoc to your defences.

Although little more than yet another thinly disguised version of **Space Invaders**, **Alien Dropout** provides shoot-out fans with some fast, lively action and

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**'The concept is by now all too familiar, giving the game a dated air, and the graphics lack sophistication'**

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tron from the same company is **Cylon Attack**, based on an earlier version released early last year for the BBC micro. **Cylon Attack** features a space battle in which the player is a pilot on board an earth supply ship travelling to a distant planet. The Cylons are trying to prevent the mission succeeding and

the jungle, with various beasts such as elephants and crocodiles closing in on either side.

The explorer moves on a central axis up and down the screen and pressing the left and right keys causes him to fire in the appropriate direction. The player's task is complicated by the fact that



attractive graphics. Bonus laser bases at 10,000 and 20,000 points offer an additional incentive to continue playing.

**Fruit Machine**, again from Superior Software, is even less likely to win prizes for originality than Alien Dropout. Modelled faithfully on the pub game, it is introduced by a score table, followed by detailed instructions on how to play. As on real machines, you can spin, collect your winnings — if any — or gamble and you can also nudge or hold individual reels.

The game is reasonably realistic and certainly attractive to look at but any attempt to reproduce the thrills of gambling on a computer is bound to be a disappointment. This version of Fruit Machine is at a particular disadvantage as it is relatively slow and winning spins occur infrequently.

Superior Software has also produced two educational programs for the Electron which differ in appeal. **World Geography**, a straightforward quiz program intended to help students memorise capital cities and population figures for a wide range of countries, does an excellent job of what it sets out to do. A clearly-drawn map of the world occupies the top half of the screen and with each new question a flashing point indicates the location of the country being discussed.

At the start you can choose the category of countries on which you would like to be tested, from easy places such as Germany, the Netherlands, and Japan, to more obscure ones like Mauritius, Samoa and Kiribati — an island in



the Pacific, in case you didn't know. Eight categories give the quiz ample scope.

World Geography supplies the correct answer whenever an incorrect one is given and generally manages to combine entertainment with enlightenment. The only disadvantage is the somewhat slow transition from one question to another.

**Constellation** allows you to view the stars and planets from any vantage



point and at any time you choose. All you need to do is enter the latitude and longitude of the location — several points around the world are given as examples — then the date, the time to the nearest minute, and the elevation of the telescope. The screen then displays a picture of the sky as it would appear according to the facts entered.

Without being an astronomer, it is difficult to judge how accurate the sky charts are. Assuming that they are, Constellation is no doubt a useful reference and teaching aid but it is a pity that no

The humour in **Bed Bugs**, from Optima Software, may not be to everyone's liking but the game at least shows a promising touch of individuality. The less-than-enticing storyline has the player tucked in bed and falling prey to a swarm of fleas.

If the fleas are squashed successfully, they are followed by bed bugs, from which one bite is sufficient to end the game.

You have a choice of weapons with which to defend yourself — a set of dentures to bite back at the fleas; a jam

## 'The action is fast even though the bugs prove difficult to swat'

explanation is provided, either on screen or on the cassette insert, which would help the uninitiated to use and learn from the program. Stars and constellations are not named and there is no easy route back from one screen to the menu should you want to look at another screen.

Superior Software is at Regent House, Skinner Lane, Leeds. Alien Dropout, Fruit Machine, World Geography and Constellation each cost £7.95.

sandwich which is most effective for swatting bed bugs but leaves undesirable stains on the covers; a sponge for wiping away jam stains; and a telephone to summon help.

The graphics and sound in Bed Bugs are lively without being highly sophisticated and the action is reasonably fast, even though the bugs, realistically enough, prove difficult to swat.

Optima Software is at 36 St Petersgate, Stockport SK1 1HL and the game costs £6.95.



**A**VIATOR, launched with a great fanfare by Acornsoft in March, promises to be the high flier in the company's growing squadron of programs for the BBC. Billed as the world's first Spitfire flight simulator for a home computer, *Aviator* reproduces faithfully every aspect of the flight of the famous world war two aircraft, down to the screech of brakes on the tarmac and the slow response of the control column at low air speeds.

The author of *Aviator*, 30-year-old Geoffrey Crammond, knew nothing about Spitfires until he started writing the program and became involved with the BBC micro almost against his will.

A systems engineer with Marconi, Crammond counts electronics, especially allied to music and graphics, among his hobbies. "In 1981," he says, "I was toying with the idea of building a simulator in my spare time. Looking at the chips and hardware available at the time, I was thinking of buying a home computer to cannibalise it. Then I realised that most were as good off the shelf as anything I could build."

Crammond first set eyes on a BBC micro at a trade fair in August, 1981 and was so impressed with it that he sent an order next morning. It took six months for the machine to be delivered and during that time curiosity lured Crammond into an amusement arcade. He also began reading home computer magazines, whose small advertisements convinced him that there was a promising future in games software for home computers, all of which led to the idea for his first game, *Super Invaders*.

"I thought I would choose a well-

# Flying high on the wings of a Spitfire simulator

Nicole Segre talks to Geoffrey Crammond, author of *Aviator*

out of the blue in the hope that the company would like and publish it.

"Luckily, I had written the game in mode 1, a more laborious process than using mode 7, but much better in terms of resolution and smoothness. Acornsoft already had a space invaders game written in mode 7 but accepted mine instead, with only a few minor modifications."

Slightly more forward planning went into the creation of *Aviator*. Crammond discussed his idea for a flight simulator with Acornsoft and a decision was made to base the program on the Spitfire rather than a modern passenger aircraft. "We chose the Spitfire because it is one of the most interesting aircraft to fly," says David Johnson-Davies, managing director of Acornsoft. "You can also perform stunts and aerobatics on it, unlike a DC10."

Crammond knew there were other flight simulators on the market but

was stuck occasionally," he recalls, "but I would just go to the library or talk to people to try to sort it out."

Much of the time Crammond spent on *Aviator* was devoted to research. Although during his first term at Bristol University he studied aeronautics, after that he switched to physics, the subject in which he eventually obtained his degree. For the program, he needed to know about the first principles of aerodynamics, as well as about aircraft instruments and the Spitfire.

Fortunately, he knew someone who had a wartime set of pilot's notes, the equivalent of a manual explaining to pilots the workings of the aircraft, an invaluable addition to the many other volumes he studied.

Crammond decided early to sacrifice colour to devote the full resources of the BBC micro to smooth, flicker-free graphics. "It was a compromise," he says, "one of the many you always have to make when writing a program."

For the same reason, the buildings and bridges over which the Spitfire flies in *Aviator* are drawn in simple line graphics. "Fitting in a database for the map of the terrain over which the Spitfire flies, the equations for its flight performance, as well as operational dashboard controls and 3-D graphics, stretched the machine to the full," says Crammond.

It is too early to tell whether *Aviator* will achieve the success Acornsoft is expecting for it but one man at least can vouch for the realism and authenticity of the program. He is Air Vice-marshal Sandy Johnstone who, standing beneath a Spitfire at the Royal Air Force Museum at Hendon, demonstrated what *Aviator* could do on the occasion of its press launch. Johnstone first flew a Spitfire in March, 1939 and went on to command a wing of Spitfires during the siege of Malta in 1942.

"The Spitfire was a most remarkable aircraft," Johnston says. "The first time

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**"Sometimes, just because someone has solved a problem in a certain way, you think that is the only way to do it"**

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known game for my first attempt," he says, "and *Space Invaders* seemed the obvious choice."

When the micro finally arrived in March, 1983, Crammond had to go back to basics, or rather assembler language. From his work with Marconi he was familiar with high-level Fortran but did not know Basic or machine code.

"It took me two months to learn to handle the machine and find how to move things round on the screen," Crammond recalls. It then took him another four months to write *Super Invaders*, which he sent to Acornsoft

decided not to look at them so that he would remain free from other people's influences. "Sometimes, just because someone has solved a problem in a certain way, you think that that is the only way to do it," he says. "I prefer to keep an open mind and try to find my own solutions."

Thus untrammelled by other people's concepts, Crammond researched and wrote the *Aviator* program single-handed, a mammoth task which took him nine months. Still employed at Marconi, he devoted every free evening, weekend and holiday to the program. "I





I flew one was an experience rather similar to falling in love. Aviator certainly brings back the memories, right down to the sweaty palms. It even reproduces the bumpy take-off — we used to call it a 'whoopsy' take-off — which was so typical of the aircraft."

Acornsoft released Aviator primarily as a game but maintains that it also has educational value. The program is accompanied by a booklet which explains the aircraft control surfaces, the aero-

dynamic forces it would encounter, the instrument panels, some principles of navigation and piloting, and more. "Aviator has serious applications," says Johnson-Davies, "either in the classroom or for the flying instructor demonstrating the basics of small aircraft aviation."

Besides the booklet there is a map showing the terrain over which the simulator pilot is flying. Landmarks such as a lake, a bridge, and the town of

Acornsville can be seen through the windscreen and appear on an even keel so long as you keep the aircraft under control. Otherwise they rush towards you, or tip dramatically sideways in a terrifying way.

For most people, piloting the aircraft successfully from 'whoopsy' take-off to landing is sufficient challenge but those with a real taste for bravado can also try to notch a score by flying through the streets of Acornsville or diving under the bridge. Extra points are awarded for performing the same feats upside down — even though Johnstone declined to attempt them.

Finally, if stunts should pall, there is a game called the **Theme** which involves saving the inhabitants of Acornsville from aliens who threaten to devour all the surrounding crops, sprout tentacles and take to the air to devastate the town.

Crammond attributes his fascination with aeroplanes to a time when during a school holiday he helped his father's building firm install partitions at a Rolls-Royce factory where Concorde parts were being built. "There it was in the next hangar," he says. "It was very exciting."

As for the art of writing such a complex program as Aviator, Crammond believes that the main requirements are confidence and determination. "You have to start with the idea that you will do it, not let us see if it can be done. You may not know how it will work out but you know that it will be done. That way, every hour you spend on a program, even if it is an hour where you are going back over something you have already done, will seem constructive and well-spent."

Born and raised in Somerset, Crammond now lives with his wife at Watford. Since completing Aviator, he has decided to leave his job with Marconi and devote himself full-time to programming. He has started work on one new game, about which he will say no more than it is "made-up" rather than based on any other game, or indeed aircraft. Yet another game is in the pipeline but he will reveal even less about that.

Leaving his job with Marconi will mean sacrificing security for the uncertainties of a freelance existence but Crammond has no real fears about the future. With the experience of Super Invaders and Aviator behind him, he is confident of his ability to write good software. "Besides," he says, "even if no-one knows how long the games market will last, something else is bound to replace it."



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## Common complaints

Jeremy Richards starts a regular advice column by answering some of your most frequently asked questions

**W**E RECEIVE many queries on various aspects of the BBC and Electron machines and to help you fathom the depths of your Acorn machine there will be a regular letters page starting from the next issue. So do not hesitate to write and we will try to help.

To start you on the right track, I deal with some of the most common and most frequently asked questions. Surely the most common problem posed concerns programs which will not load or cannot be saved. It is an all-too-frequent comment that the computer is faulty. Ninety-nine percent of all difficulties in that area prove to be a cassette recorder problem rather than one with the computer. If you are experiencing problems with **LOADing** or **SAVEing** programs, use the following checklist to determine the likely fault before rushing to your dealer suggesting a machine is faulty. You could save yourself a good deal of time:

- Load both sides of the tape — a good manufacturer will supply a back-up copy.
- Try loading another piece of software, preferably from another manufacturer.
- If you get a loading error message at the same point every time, i.e., Block 05, there is almost certainly a corruption on tape.
- If one of the cassettes loads, you have two options — the cassette you have is corrupted or badly recorded or your tape recorder is at fault.

In most cases it is the tape recorder. Cassette recordings vary in quality and therefore a certain amount of variation occurs between software from different manufacturers. That is due to the equipment and quality of tape used. If your recorder has both volume and tone-pitch controls, try loading the tape at different levels until you are successful. Failing that, try to borrow a recorder from a friend to load the program. If it loads, your recorder is at fault.

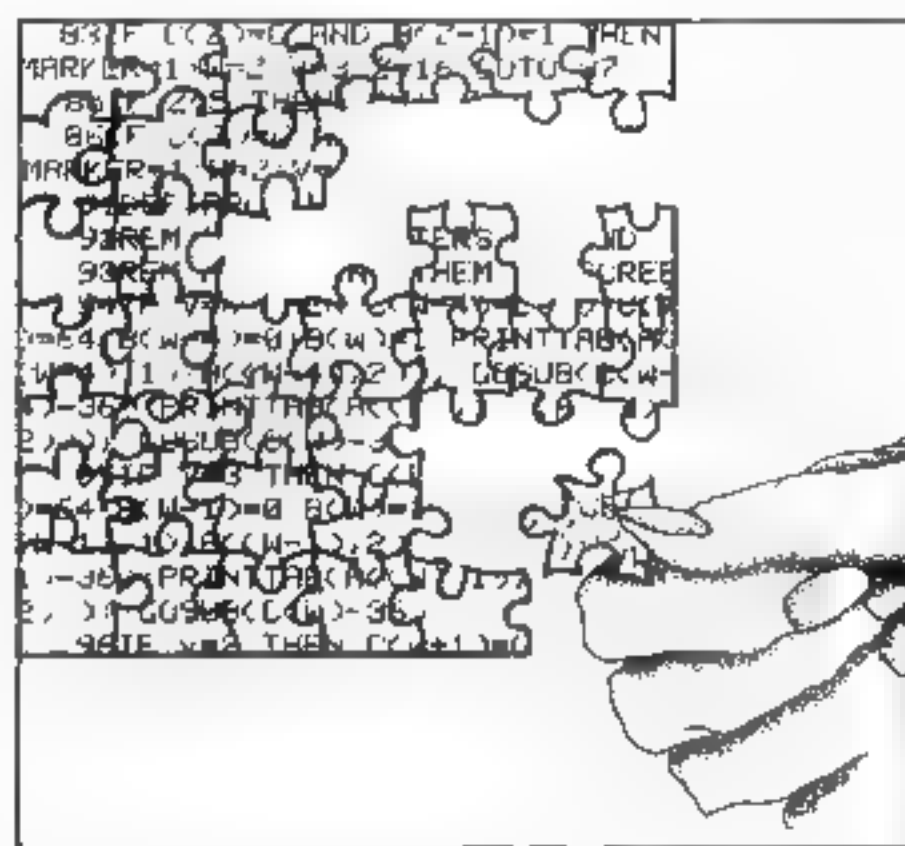
- **SAVE** your program at different volume and tone levels and then try to **LOAD**.
- Don't be fooled by the fact that you can load commercial programs but are not able to save your own. That is not a fault with the computer but again a tape recorder problem. The comments about

recording variations apply equally. In general, the most frequent difficulties occur with recorders which do not have both volume and tone controls but there are recorders which have pre-set levels and they work just as well.

Remember that tape recorders are delicate instruments and should be well-maintained. Clean the cassette recording heads regularly. Also check that your cassette lead is not broken.

Other points to look for include the addition of extra ROMs which might affect the running of some software. For BBC owners, check also that the tape is suitable for your machine — i.e., Model A, Model B, operating system.

The last point leads me to the next major source of confusion—which BBC have I? That is not as daft a question as it might seem. Since the BBC was introduced, there have been modifica-



tions to the system and the changes still perplex people. If you are now buying a BBC or have had one for a few months, the following probably will not apply, though it is useful to understand the differences

If you buy a BBC computer today, it will be a Model B, Operating System 1.2 and Basic 2. What on earth does all that mean?

Originally the BBC was launched in two separate models, A and B. Model A was a cut-down version of the B and had only half the memory — 16K. Also lacking were the peripheral ports enabling one to link the BBC to printers, joysticks, modems and disc drives. Model A was designed so that it could be upgraded to a full Model B specification or in part to the specific needs of the user. That has meant there are BBCs which are neither A nor B.

Since last autumn, production of the Model A has ceased and only Model B has been manufactured. So far so good. The areas which have caused most confusion have been the operating systems and Basic 2. First, the OS. The original operating system of the BBC was OS 0.1 and its major disadvantage was a random fault preventing correct recording of the first block of saved information. OS 0.1 would not support paged ROMs; in other words the user could not use the sideways ROM sockets for extra utilities like word processors. Those bugs were cleared in the series 1 OS and it includes enhancement of the FX calls. There are very few machines around with the 0.1 OS and most original owners have upgraded their BBCs to the 1.2.

If you have bought a BBC second-hand and want to check what operating system it is, type 'FXO' RETURN and the machine will inform you of the OS number. Similarly you can determine the version of Basic by typing 'REPORT' and RETURN when the machine is first turned on. If the message is dated 1981 it is Basic 1 and if dated 1982, Basic 2.

To the majority of users the differences between the two versions will not be noticeable. Basic 2 is probably of major use to the programmer in assembler language, as four new operations have been added. Besides those changes minor corrections and improvements have been made to arithmetic functions for greater precision and to a few Basic keywords. The main changes for Basic programmers to note is the addition of two new commands, OPENUP and OSCLI.

OPENUP gives the same result as using OPENIN on Basic 1 but the meaning of OPENIN has changed in Basic 2. In Basic 1, it was not possible to open a file for read-only operations. That is now possible in Basic 2 using OPENIN. If that is not clear, refer to the user guide for explanation of file handling.

The other new keyword is **OSCLI**. It is a very useful command enabling the user to take a string expression and create an operating system command.

How close a relative to the BBC is the Electron? If you are one of the people

*Continued on page 16*



Continued from page 15

who own an Electron you have probably been asking yourself, and your dealer, what BBC programs will run on your machine. First, let us look at the difference between the two computers.

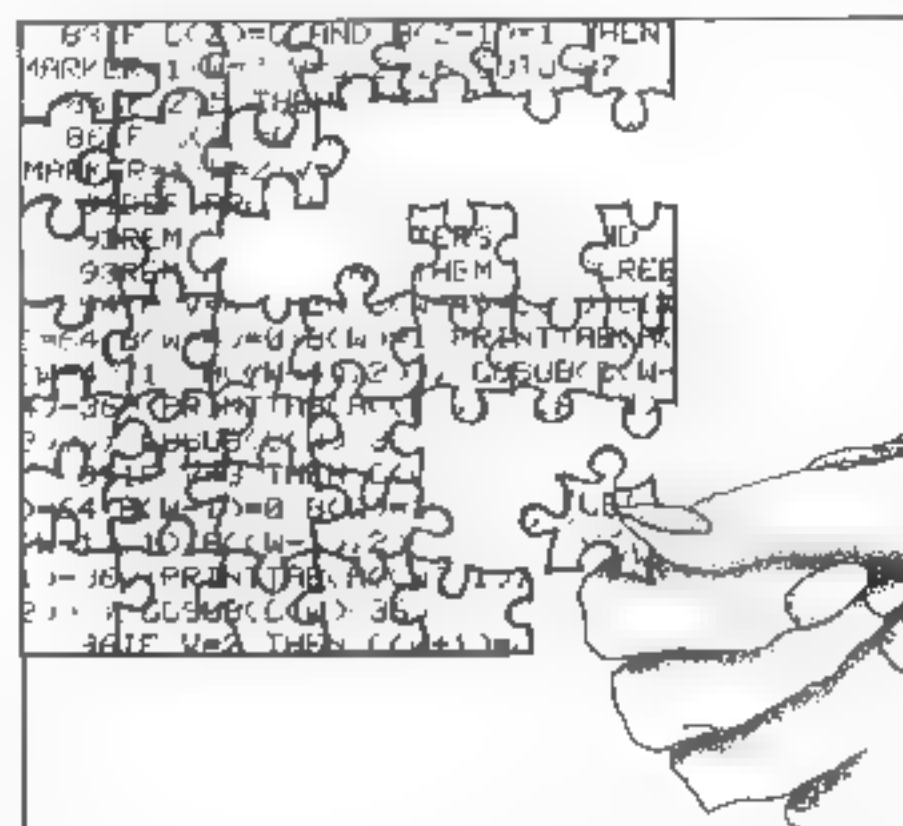
The Electron is a cut-down version of the BBC, not merely in size but in its overall power. It has the same memory as the BBC B but lacks the peripheral ports. That has been catered for by an edge connector board at the rear which will attach to an expansion unit soon to be released by Acorn.

The language is BBC Basic 2 and is virtually the same. The difference is noticeable in the ENVELOPE command for SOUND, where only eight out of the 14 parameters are present. The printed circuit board is not the same and there is the noticeable absence of the 6845 CRTC and the 6522 VIA which enable the sideways scrolling and hardware timing for games such as Planetoid.

The functions of those chips are contained in the ULA but the versatility of programming those functions is not fully present. The Electron is slower than its BBC counterpart and that is one reason for re-writing programs. The other is Mode 7 or, to be more exact, the lack of Mode 7.

The Electron has all the screen display modes of the BBC except Mode 7. The Electron will default automatically to Mode 6 if it encounters a Mode 7 statement but that can still cause some very funny-looking displays. The following are points to consider when using a BBC program on the Electron.

As a general rule of thumb, most arcade games will not run on the Elec-



tron because of the probable use of the 6522 and 6845 in programming and the speed difference between the two machines. As those games are usually protected, it is unlikely you will be able to list and change a program. It is best to contact your dealer or the manufacturer and ask if an Electron version is being written.

Converting programs written on a BBC, say by a friend or at school, is a relatively easy task. The thing to look for is the use of \*FX calls and Mode 7. The Electron will accept \*FX calls it cannot implement like \*TV commands but will do nothing with the command. I mentioned that there is a difference in speed between the two machines. To increase the speed on the Electron, try taking out or reducing any time delay loops if present on the BBC version; there are sometimes 'FOR—NEXT' loops or 'X=INKEY(40)' statements in a BBC program to slow the running of the program.

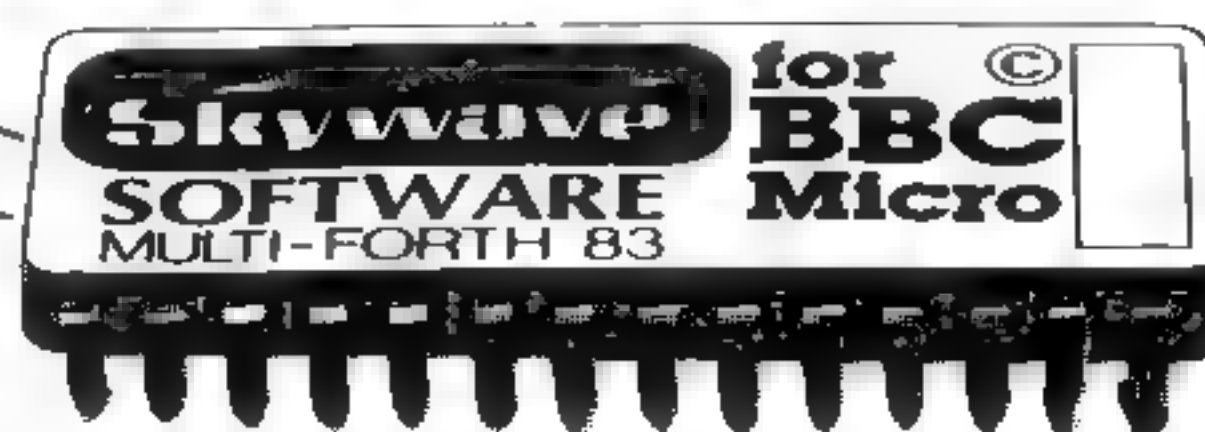
Mode 7 is the other major headache. Often the Mode 7 screen is used for presenting instructions or text and advantage is taken of using double-height characters by implementing a 'CHR\$141' statement. The best thing to do is either to remove the CHR\$ statements from the PRINT line or to re-write the text section in Mode 6.

In the next few issues I will look at ways of making your Acorn machine work for you, methods of programming and utilities for use in your programs. Keep the letters rolling, whatever the software problem, or even if you just want to pass on your tips to other readers.

# What the competition hasn't been waiting for.

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Multi-Forth 83 sits in the sideways ROM area of the BBC along with any other ROMs in use. It is compatible with the MOS, and specially vectored to enable a system to be reconfigured. It contains a Standard 6502 Assembler, a Standard Screen Editor, and a Unique Stack Display Utility.

With this Forth, David Husband has provided the BBC Micro with capabilities never before realised. And being 16K rather than 8K is twice the size of other versions. Multi-Forth 83 is supplied with an

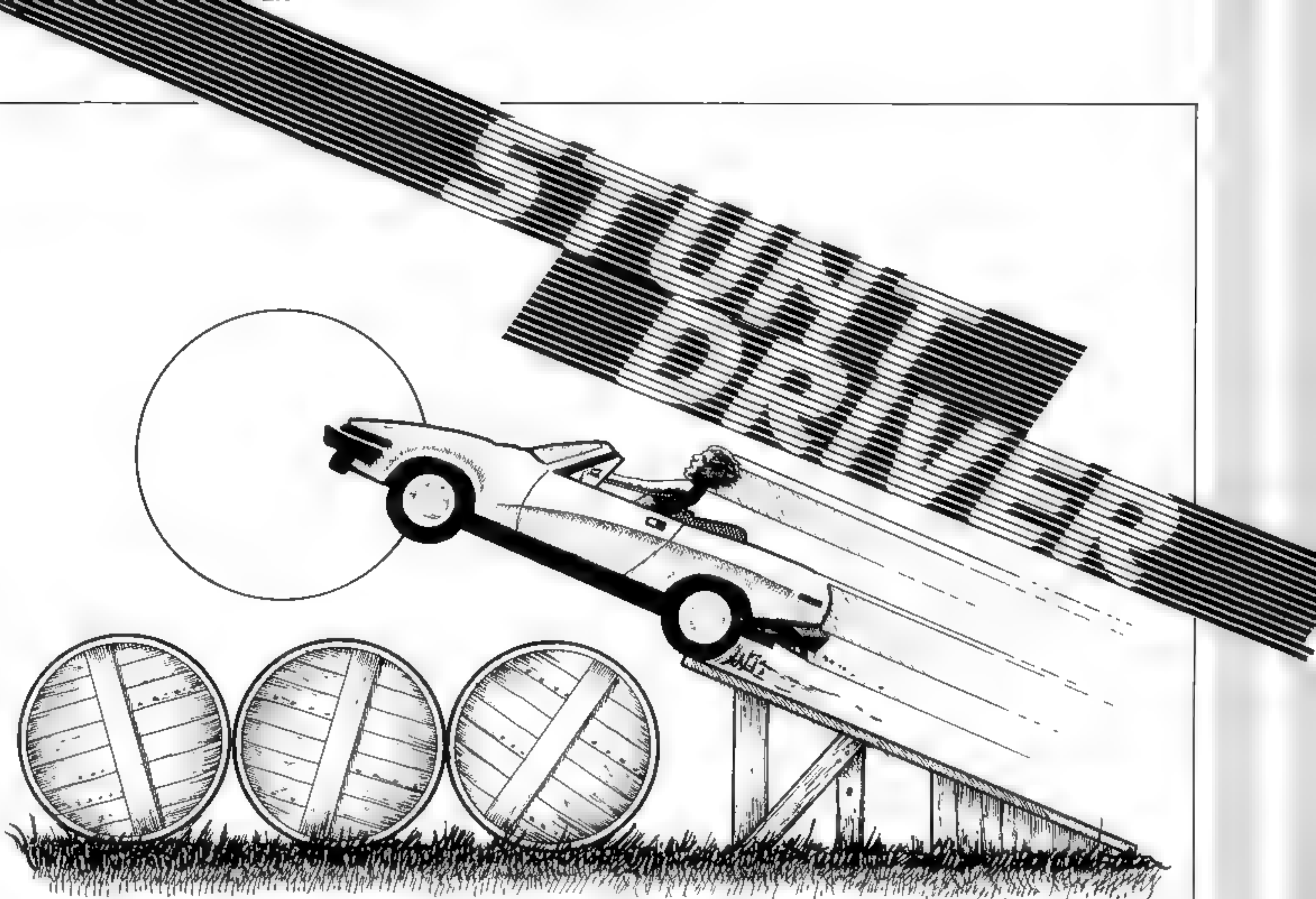
extensive Manual (170 pages plus) and at £40 + VAT it is superb value.

Order it using the coupon adding £2.30 p&p (£5 for Europe, £10 outside) or if you want more information, tick that box instead. Either way, it will put you one step ahead of the competition.

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## MULTI-FORTH 83 FOR THE BBC MICRO





**P**ICTURE YOURSELF as Evil Knievel in this program by Gary Woolridge, of Handsworth, Birmingham. Using SHIFT to accelerate and RETURN to jump, your aim is to race your stunt car along the ramps and over the barrels. After every successful jump another barrel is added to the row.

You have three lives and each barrel you clear without crashing is worth 10 points. **Stunt Driver** will run on the BBC B or the Electron.

```

232REM =====
=====
1010REM =          STUNT DRIVER
    =
1020REM =          Gary Woolridge.
    =
1030REM =====
=====
1040
1050PROCinitialize
1060
1070REPEAT
1080 REPEAT
1090  MODE 2
1100  PROCvars
1110  PROCscreen
1120  PROCscore
1130  REPEAT
1140    PROCkeys

```

```

1150  IF S%<>0 OR J% : PROCmovecar
1160  IF P%>0 OR Q%>0 : dead=TRUE
1170  UNTIL end OR dead
1180  IF dead: lives%=lives%-1
1190  IF end : score%=score%+10
    *nbars% : nbars%=nbars%+1 : SOUND 1,1,100,30
1200  IF score%>99990 : score%=0
1210  UNTIL nbars%=13 OR lives%=0
1220  nbars%=1
1230  uu%=uu%+200
1240  IF uu%>700 : uu%=300
1250 UNTIL lives%=0
1260 PROCnewgame
1270 MODE 7
1280 END
1290
1300
1310 DEF PROCkeys
1320 K%=-1
1330 IF INKEY(-1) : K%=1
1340 S%=S%+K%
1350 IF S%>48 : S%=48
1360 IF S%<0 : S%=0
1370 IF J% : ENDPROC
1380 IF INKEY(-74) : J%=TRUE
1390 IF J% AND Z%=0 : H%=4
1400 ENDPROC

```



```

1410
1420
1430DEF PROCmovecar
1440end=FALSE : dead=FALSE
1450GCOL 3,7
1460*FX 19
1470MOVE X%,Y%+Z% : VDU 128,129
1480X%=X%+S% : Z%=Z%+H%
1490P%=POINT(X%+128,Y%-16+Z%)
1500Q%=POINT(X%,Y%+Z%-24)
1510IF P%>0 OR Q%>0:PROCcrash:E
NDPROC
1520IF Z%>64 : H%=-4
1530IF Z%=0 : H%=0 : J%=0
1540IF X%>1152 : Y%=Y%-200 : X%
=0
1550IF Y%<300 : end=TRUE
1560MOVE X%,Y%+Z% : VDU 128,129
1570ENDPROC
1580
1590
1600DEF PROCcrash
1610SOUND 0,2,100,50
1620MOVE X%+32,Y%
1630GCOL 1,9 : VDU 135,8
1640GCOL 1,12: VDU 136
1650TIME=0
1660REPEAT UNTIL TIME>200
1670ENDPROC
1680
1690
1700DEF PROCscore
1710LOCAL X
1720X=5-LEN(STR$(score%))
1730VDU 4,23,1,0;0;0;0; : COLOU
R 6
1740PRINT TAB(X,28);score%
1750PRINT TAB(8,28);nbars%
1760PRINT TAB(15,28);lives%
1770VDU 5
1780ENDPROC
1790
1800
1810DEF PROCscreen
1820GCOL 0,2
1830FOR O%=868 TO 268 STEP -200
1840 FOR I%=0 TO 16 STEP 4
1850 PLOT 77,0,O%-I%
1860 NEXT
1870NEXT
1880GCOL 0,4 : MOVE 128,uu%
1890VDU 5,131,132 : GCOL 0,3
1900FOR B%=1 TO nbars%
1910 VDU 130
1920NEXT
1930GCOL 0,4 : VDU 133,134 : GC
OL 0,7
1940MOVE X%,Y% : VDU 128,129,4
1950PRINT TAB(0,26) "SCORE" TAB
(6) "BARRELS" TAB(14) "CARS"
1960COLOUR 6: PRINT TAB(0,28);"
00000"
1970ENDPROC
1980
1990
2000DEF PROCnewgame
2010VDU 4,23,1,0;0;0;0;0;
2020CLS : COLOUR 3
2030PRINT "" "SCORE : ";score%
2040PRINT "" "New Game (Y/N) : ";
2050*FX 15,0
2060REPEAT
2070A$=CHR$(GET AND 223)
2080UNTIL A$="Y" OR A$="N"
2090IF A$="Y" THEN RUN
2100ENDPROC
2110
2120
2130DEF PROCvars
2140V%=0 : S%=0 : Z%=0 : J%=0
: H%=0
2150X%=0 : Y%=900: P%=0 : Q%=0
: K%=0
2160end=FALSE : dead=FALSE
2170ENDPROC
2180
2190
2200DEF PROCinitialize
2210@%=1
2220score%=0 : lives%=3 : nbars
%=1
2230uu%=300
2240*FX 4,1
2250*FX 16,0
2260*FX 229,1
2270VDU 23,128,0,31,60,60,127,5
6,40,56
2280VDU 23,129,0,192,112,60,254
,28,20,28
2290VDU 23,130,126,129,153,165,
165,153,129,126
2300VDU 23,131,0,0,0,0,3,15,63,
255
2310VDU 23,132,0,12,60,252,252,
252,252,252
2320VDU 23,133,0,48,60,63,63,63
,63,63
2330VDU 23,134,0,0,0,0,192,240,
252,255
2340VDU 23,135,24,40,68,171,165
,90,60,255
2350VDU 23,136,0,18,36,0,74,36,
0,0
2360ENVELOPE 1,5,0,0,0,0,0,0,12
6,-10,-5,-1,126,126
2370ENVELOPE 2,3,2,4,2,2,-2,2,1
26,-10,-5,-1,126,126
2380ENDPROC

```

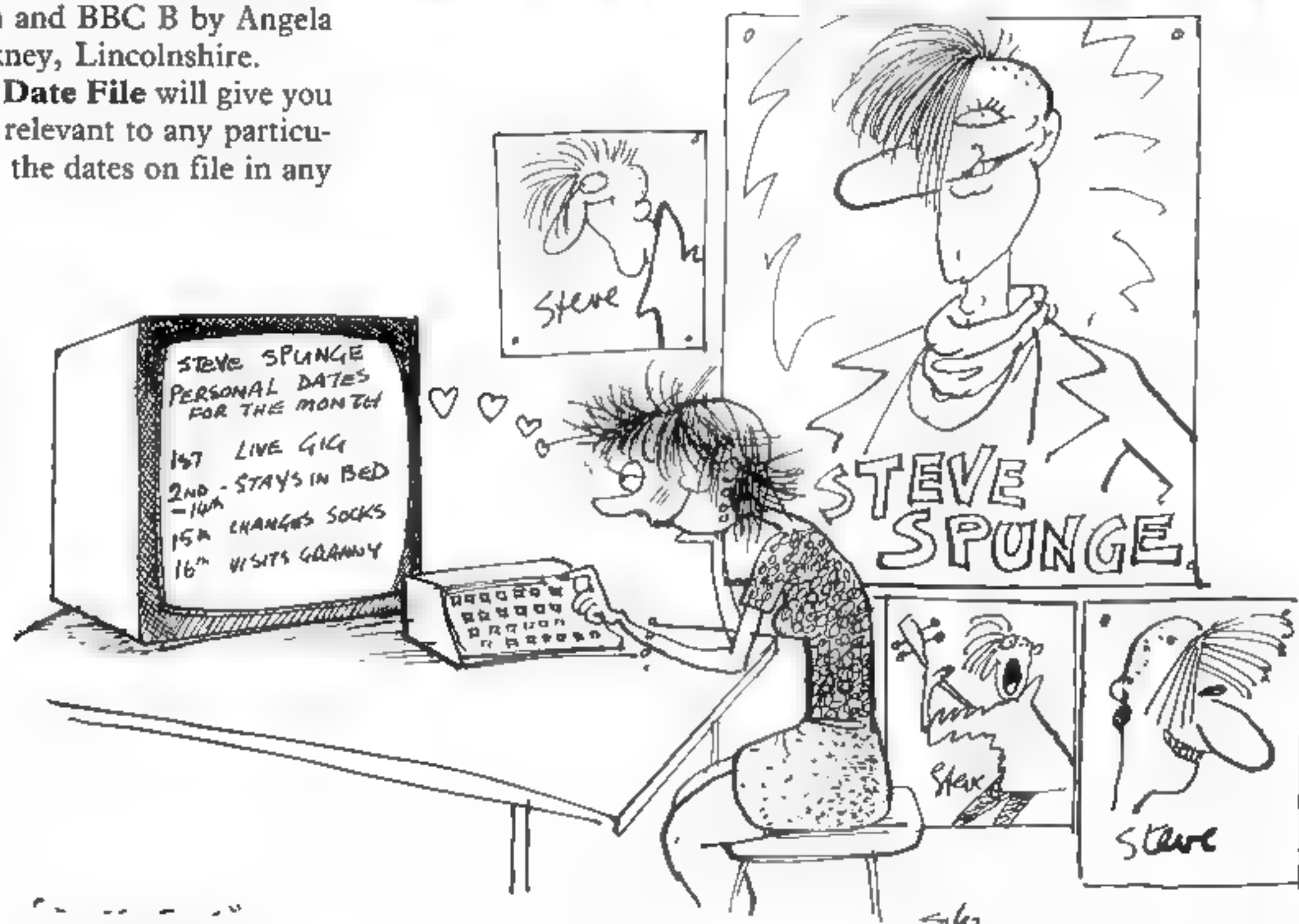




# DATE FILE

**Y**OU CAN keep important dates such as birthdays and anniversaries on this useful file program for the Electron and BBC B by Angela Grebby of Stickney, Lincolnshire.

Once loaded, **Date File** will give you either the dates relevant to any particular person or all the dates on file in any given month.



```

10REM BIRTHDAYS
20CLS
30PRINTTAB(4,5);CHR$(141);"B
IRTHDAYS AND IMPORTANT DATES"
40PRINTTAB(4,6);CHR$(141);"B
IRTHDAYS AND IMPORTANT DATES"
50PRINTTAB(9,10);"CHOOSE A N
UMBER"
60PRINTTAB(6,12);"1. CHECK SO
MEONES DATE"
70PRINTTAB(6,13);"2. CHECK A
MONTH"
80PRINTTAB(6,14);"3. QUIT"
90X=GET-48
100IF X<1 OR X>3 GOTO 90
110CLS:ON X GOTO 130,260,120
120END
130PRINTTAB(9,5);"CHECK SOMED
NES DATE"
140PRINTTAB(1,7);"PLEASE TYPE
IN THE NAME OF THE PERSON/S"
150INPUT A$
160PRINT
170REPEAT READ N$,E$,D$,M$,Y$
180UNTIL A$=N$ OR N$="XXX"
190IF N$="XXX" THEN PRINT"NO P
ERSON/S OF THAT NAME":GOTO210
200PRINTN$;" ";E$;" ";D$;"/";M
$;"/";Y$
210RESTORE
220PRINTTAB(0,22);"DO YOU WISH

```

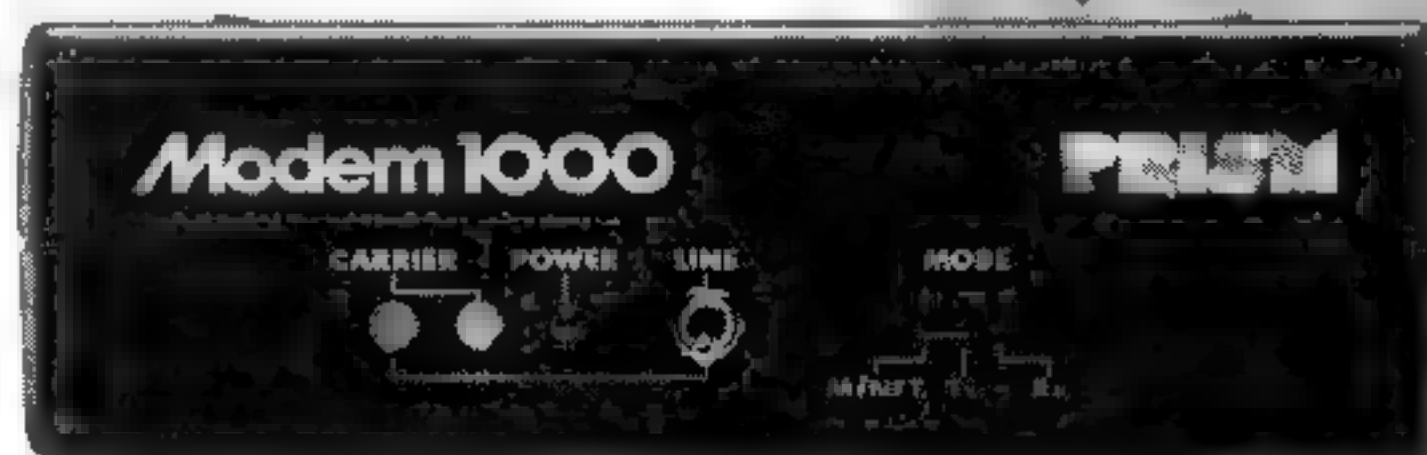
```

TO CHECK ANOTHER DATE (Y/N)"
230Z$=GET$
240IF Z$="Y" THEN CLS:GOTO 130
250CLS:GOTO 30
260PRINTTAB(9,1);"CHECK A MON
TH"
270PRINTTAB(3,3);"PLEASE TYPE
IN THE MONTH NUMBER"
280PRINTTAB(5,4);"eg: November
would be 11"
290INPUT B$
300PRINT
310REPEAT READ N$,E$,D$,M$,Y$
320IF B$=M$ THEN PRINT N$;" ";
E$;" ";D$;"/";M$;"/";Y$
330UNTIL N$="XXX"
340IF N$="XXX" THEN GOTO 360
350GOTO 310
360RESTORE
370PRINTTAB(0,22);"DO YOU WISH
TO CHECK ANOTHER MONTH (Y/N)"
380C$=GET$
390IF C$="Y" THEN CLS:GOTO 260
400CLS:GOTO 30
410DATA FRED BLOGGS,BIRTHDAY,1
,1,45
420DATA JOHN SMITH,BIRTHDAY,4,
8,NA
430DATA JOHN+MARY,ANNIVERSARY,
17,4,66
440DATA XXX,X,X,X,X

```

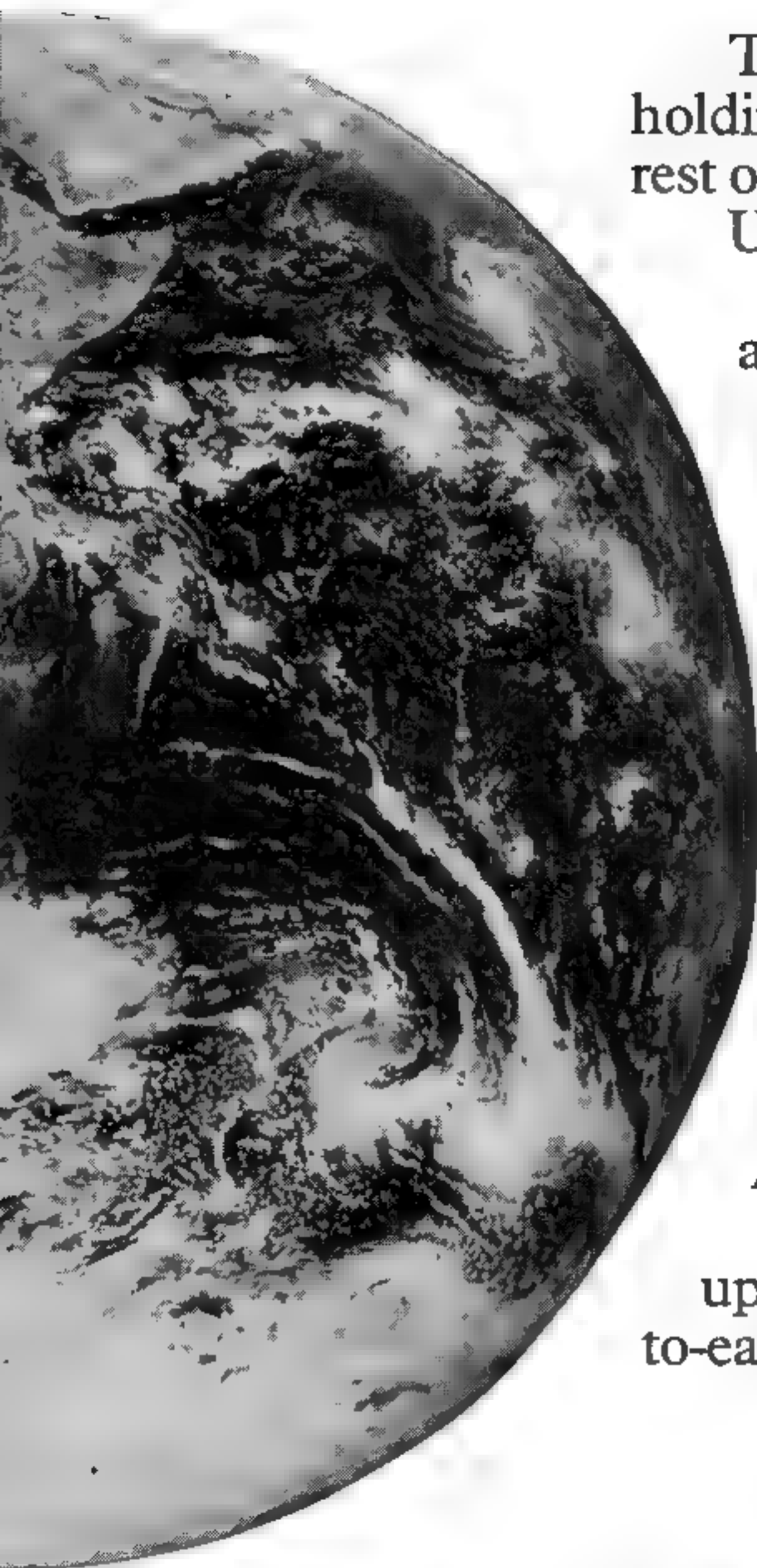


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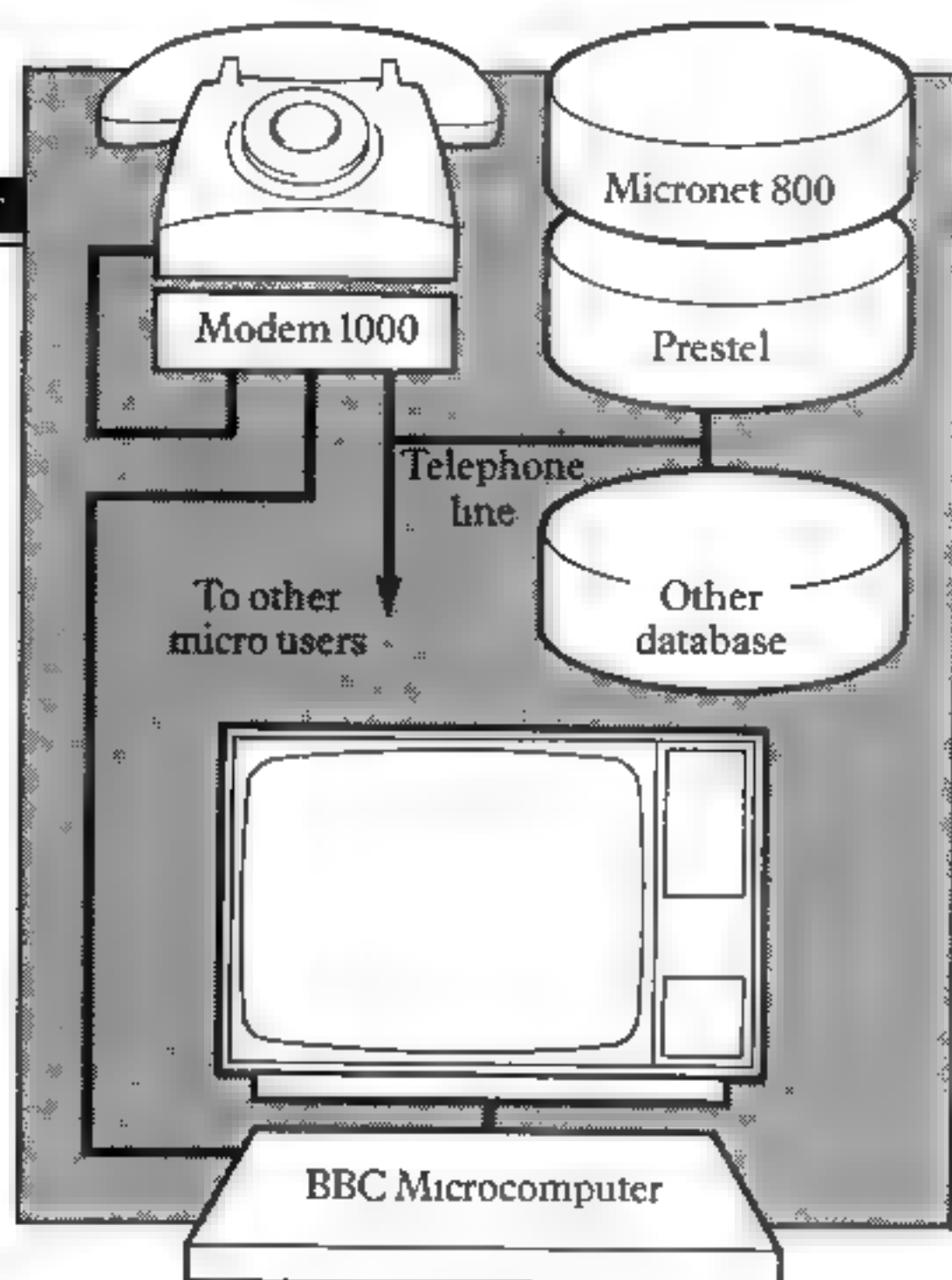
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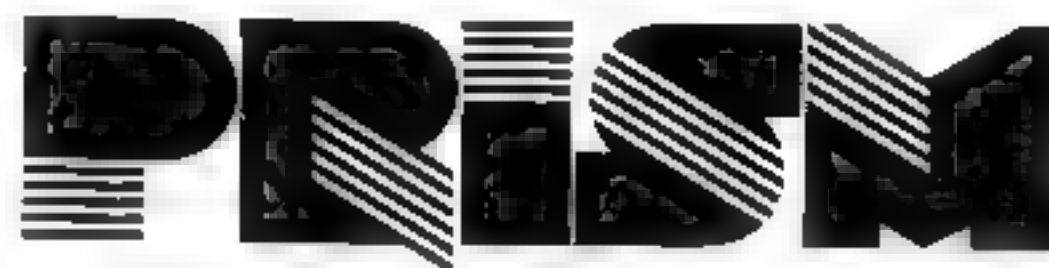
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# the curse of BORGAN castle

**Y**OU ARE about to embark on a dangerous mission. The Princess of Hloria is imprisoned inside forbidding Borgan Castle. Pursued by monsters, spiders and ghosts, you must make your way to the heart of the castle and free her from the clutches of the wicked Jolonians.

The computer will understand two-word commands such as RUB LAMP or GET BOAT in this absorbing adventure.

**The Curse of Borgan Castle**, was written for the BBC and the Electron by Steve Lucas of Cheadle Hulme, Cheshire

```
10REM ** The curse of Borgan
Castle **
20REM ** An adventure game f
or the BBC and Electron Computer
s **
30REM ** C. 1984 S.W. LUCAS
40REM ** DON'T ADD THE NEXT
THREE LINES UNTIL THE PROGRAM IS
FULLY DEBUGGED AND SAVE A COPY
BEFORE RUNNING IT **
50 *FX229,1
60 ON ERROR X$="A ghost attac
ks me":PROCLOSE
70 *KEY 10 OLD'M RJN'M
80 MODE6:VDU19,0,3,0,0,0,19,1
,4,0,0,0
90VDU23,1,0;0;0;0;
100PRINTTAB(7,1)"The Curse of
Borgan Castle" TAB(12)"An adven
ture game" TAB(14)"by S.W. Luca
s"
110S%=0:RESTORE140:FORX=1TO20:
READ D:SOUND1,-15,0,3:NEXT
120DIMS%(24,4),Q$(23),B$(30),V
$(4),B$(30,1),N$(30),NZ(30)
130AA%=0:AB%=0:AD%=0:AE%=0:AF%
=0:AG%=0:AH%=0:AI%=0:AJ%=0:AK%=0
:AL%=0:AM%=0:AN%=0:AO%=0:AP%=0:A
Q%=0:AR%=0:AS%=0:AT%=0:AU%=0:AV%
=0:AW%=0:AX%=0:AY%=0:AZ%=0:P%=1
140 DATA61,53,69,53,61,53,69,5
3,97,89,81,73,61,53,69,53,61,53,
69,53
150PRINT"" I am standing at t
he gates of Borgan Castle and
am about to embark on a da
ngerous mission."
160PRINT " Please help me to
rid the Castle of the evil force
s which threaten anyone who en
ters the castle gates."
170PRINT "" You must give me i
nstructions in the form of tw
o word sentences such as GE
T FOOD etc."
180FORX=1TO21:READQ$(X):FORY=1
TO4:READS%(X,Y):NEXTY,X
190FORX=1TO13:READG$(X),B$(X,1
```

```
,N$(X):NZ(X)=X:NEXT
200PRINTTAB(2,22)"Press SPACE
BAR> when ready to start.":
210 REPEAT UNTIL GET=32:CLS
220 REPEAT
230IFP%>10ANDAB%<2THENX$="I tr
ip over something in the dark!":
PROCLOSE
240IFP%=14THENAH%=AH%+1:IFAH%>
2THENX$="The spider comes over a
nd bites me":PROCLOSE
250IFF%=8THENAI%=AI%+1:IFAI%>2
THENX$="The ghost attacks me!":P
ROCLOSE
260IFP%=17THENAJ%=AJ%+1:IFAJ%>
2THENX$="The monster attacks!":
PROCLOSE
270PRINT "I am :-" Q$(P%)
280A$="":IFSZ(P%,1) THENA$="N
orth"
290IFS%(P%,2) OANDLEN(A$) OTHE
NA$=A$+",South" ELSEIFS%(P%,2) O
THENA$="South"
300IFS%(P%,3) OANDLEN(A$) OTHE
NA$=A$+",East" ELSEIFS%(P%,3) OTH
ENNA$="East"
310IFS%(P%,4) OANDLEN(A$) OTHE
NA$=A$+",West" ELSEIFS%(P%,4) OTH
ENNA$="West"
320PRINT "I can go :-" A$
330E=0:FORT%=1TO13:PP%>0:IFB%(
TZ,1)=P%THENPP%=1
340IFFP%=1THEN360
350NEXT:GOTO380
360IFF THENPRINT"I can see :
"
370PRINT B$(TZ):E=E+1:GOTO350
380PRINT"What should I do now
":INPLTZ$
390B$=LEFT$(Z$,2):C$=LEFT$(Z$,
3):D$=LEFT$(Z$,4):CLS:VDU7:k=0
400IFC$="LOQ"THENk=1 ELSEIFC$="
EAT"THENPRINT"I can't see any f
ood ":k=1 ELSEIFC$="DRI"THENPRIN
T"I can't see anything to drink"
":k=1 ELSEIFC$="SCO"THENk=1:PRIN
T"what do you think this is a ga
me?"
```





```

410IFC$="RUB"THENPRINT"Don't b
e ridiculous!";K=1 ELSEIF(B$="N"
ORLEFT$(Z$,4)="GO N")ANDS%(P%,1)
>0THENP%=S%(P%,1);K=1
420IF(B$="S"ORLEFT$(Z$,4)="GO
S")ANDS%(P%,2)>0THENP%=S%(P%,2);
K=1 ELSEIF(B$="E"ORLEFT$(Z$,4)="
GO E")ANDS%(P%,3)>0THENP%=S%(P%,
3);K=1 ELSEIF(B$="W"ORLEFT$(Z$,4)
)="GO W")ANDS%(P%,4)>0THENP%=S%(
P%,4);K=1
430IFC$="RIN"THENK=1:PROCRing
ELSEIFC$="SWI"THENK=1:PROCswim E
LSEIFC$="LIG"THENPROCLight ELSEI
FC$="THR"ORC$="CHU"THENPROCTHrow
440IFC$="USE"ORC$="SHO"ORC$="H
OL"THENPROCshow ELSEIFC$="I"ORD$
="GO I"THENPROCin ELSEIFC$="OUT"
ORC$="O"ORD$="GO O"THENPROCout
450IFC$="ROW"ORC$="SAI"THENPRO
CRow ELSEIFC$="UNL"THENPROCunloc
k
460IFC$="UP"ORD$="GO U"THENPRO
Cup ELSEIFC$="DOW"ORD$="GO D"THE
NPROCdown
470IFC$="DRD"ORC$="LEA"ORC$="P
UT"THENPROCdrop ELSEIFC$="INV"TH
ENPROCinventory
480IFC$="PRI"ORC$="INS"THENPRO
Cinsert ELSEIFC$="KIL"ORC$="ATT"

```

```

ORC$="STA"ORC$="HIT"THENX$="A gh
ost sneaks up behind me and says
I won't have that here!";P
ROClose
490IFC$="EXA"THENK=1:PRINT'I c
an't see anything special!";ELSE
IFC$="SEA"THENPRINT'I didn't fin
d anything!";K=1
500IFK=0AND(B$="N"ORB$="S"ORB$
="E"ORB$="W")THENPRINT'I can't g
o that way here!";K=1
510IFC$="GET"ORC$="TAK"ORC$="G
RA"THENPROCget ELSEIFC$="HEL"THE
Nk=1:PRINT'Sorry I can't think o
f anything!";ELSEIFC$="PRA"THENP
RINT'That did me good!";K=1 ELSE
IFB$="FJ"ORB$="PI"THENPRINT'How
dare you speak to me like that?";
K=1
520UNTILS% 10
530CLS:PRINT'"That's done the
trick!.. The Princess is free
"
540 PRINT'"Well done!""""You
have solved the game!"
550RESTORE140:FORX=1TO20:READ
D:SOUND1,-15,D,3:NEXT
560 END
570DATAstanding by the open ga
teway of the castle. A vicio

```

us dog prevents my escape,0,0,0,2,by a large metal gate. It is s  
hut.,0,0,1,0,on a dirt track. Th  
ere is a metal door to the Nort  
h but it is locked,0,0,4,0  
580DATAby a moat. There is a d  
rawbridge on the far side but it  
is up at the moment.,0,0,0,3,by  
a moat. The drawbridge is up. A  
wide passage leads into the cas  
tle.,0,6,0,0  
590DATAin a large cobbled cour  
tyard. There is a lake to the eas  
t.,5,0,7,10,at the side of a wid  
e lake.,0,0,0,6,by a deep lake.  
A path leads west from here.,0,  
0,0,9  
600DATAby the South Turret.,0,  
0,8,0,by the West Turret,0,0,6,0  
,in a dirty room. Steps lead up  
from here,0,0,16,0,at the top of  
some steps,0,15,13,0,in a dirty  
room. Spiders are crawling al  
l over the furniture,0,14,0,12  
610DATAby a window overlooking  
a courtyard.,13,0,0,15,in an em  
pty room.,12,0,14,0,at the top o  
f a spiral staircase,0,0,0,11  
620DATAat the bottom of a spir  
al staircase,19,18,0,0,by a lock





```

ed door,17,0,0,0,in an armoury,0
,17,0,0,in the dungeons.,18,21,0
,0,outside a locked cell.,20,0,0
,0
630DATAa large bell,2,BELL,a b
ox of matches,1,MATCHES,an oil l
amp,10,LAMP,a small rowing boat
with oars,6,BOAT,an evil looking
ghost,8,GHOST,a gleaming sword,
15,SWORD,a giant spider,14,SPIDE
R,a key,12,KEY
640DATAAn old prisoner locked
behind bars,20,PRISONER
650DATAa beautiful princess,21
,PRINCESS,a three headed monster
,17,MONSTER,a crucifix,4,CRUCIFI
X,a menacing vampire bat,10,VAMP
IRE
660DEFPROCget
670IF=1:PROCcheck
680IFL% 1THENENDPROC
690IFL%=0
700IFLH% 1TO17:IFB%(HZ,1)=P%AN
DZ%(NZ(R),1)=P%THENE%=1
710NEXT
720IFE% 0THENPRINT'I can't see
it here!':ENDPROC
730IFR 1THENPRINT'Don't be an
idiot!':ENDPROC ELSEIFR 2ANDAAZ%
(THENAAX=1ELSEIFR=4THENAAX=1
740IFR=3ANDAF%<2THENX$='The v
ampire sinks his teeth into my n
eck':PROCclose ELSEIFR=3THENABZ=1
750IFR=5THENPRINT'What an idio
t!':ENDPROC ELSEIFR=7THENPRINT'T
hat is a stupid idea!':ENDPROC EL
SEIFR=9THENPRINT'He's locked in
dummy!':ENDPROC
760IFR 11THENPRINT'Don't be ab
surd!':ENDPROC ELSEIFR=13THENPRI
NT'That is a ridiculous idea!':EN
DPROC
770IFR=8THENADZ 1 ELSEIFR=6THE
NAEZ=1 ELSEIFR=12THENAAX=1
780E%=0:FORDZ=1TO3:IFV$(DZ)=' '
THENV$(DZ) G$(NZ(R)):E%=1:DZ=5
790NEXT
800IFE% 0THENPRINT'Sorry my ha
nds are full!':E%=1:ENDPROC
810B%(NZ(R),1) 0:ENDPROC
820DEFPROCcheck
830L$=' ':FORH% 1TOLEN(Z$)
840IFMID$(Z$,H%,1)=' ' THENL$=R
IGHT$(Z$, (LEN(Z$)-H%)):H%=H%+40
850NEXT
860R=0:LZ=0:IFLEN(L$)<2THENEND
PROC
870FORH%=1TO15:IFLEFT$(N$(H%),
LEN(L$))=L$ THENLZ=1:R=H%
880NEXT
890ENDPROC
900DEFPROCdrop
910PROCcheck
920K=1:IFL% 1THENPRINT'I can
t see a!':L$:ENDPROC
930E%=0
940FORDZ=1TO3:IFV$(DZ)=G$(NZ(R
))THENV$(DZ) '':E%=1
950NEXT:IFE%<1THENPRINT'I hav
en't got it!':ENDPROC
960B%(NZ(R),1)=P%
970IFR=2ANDAAZ=1THENAAX=0 ELSE
IFR=2THENAAX=3
980IFR=4THENAAX=0 ELSEIFR=6THE
NAEZ 0 ELSEIFR=8THENADZ=0 ELSEIF
R=13THENAAX=0
990IFR=3THENIFABZ=2THENPRINT'T
he lamp blows out!':
1000IFR=3THENABZ=0
1010ENDPROC
1020DEFPROCinventory
1030K=1:PRINT'I have :-':F%=0
1040FORH%=1TO3:IFV$(H%)<' ' THEN
PRINTV$(H%):F%=1
1050NEXT:IFF% 0THENPRINT'Not a
sausage!':
1060PRINT:ENDPROC
1070DEFPROCring
1080IFF% 2THENPRINT'I can't do
that here dummy!':ENDPROC ELSEP
RINT'The door opens, a hand come
s out and drags me through. I

```

```

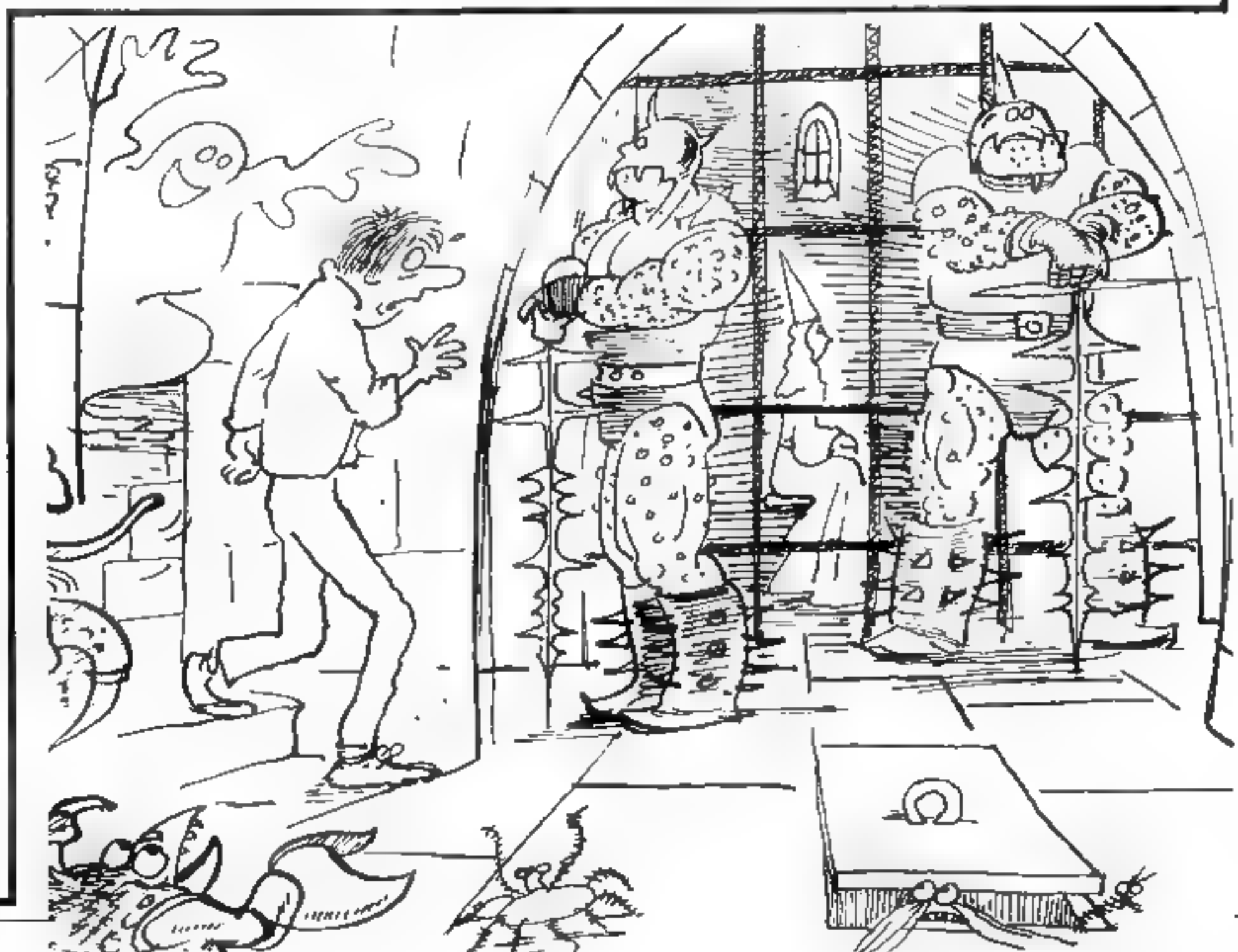
he door slams shut ":P%=3:ENDPR
OC
1090DEFPROCswim
1100IFF% 4THENPRINT'O.k.':IFAAZ
=1THENAAX=2:PRINT'The matches ar
e wet!':
1110IFF% 4THENP%=5:ENDPROC
1120IFF% 5THENP%=4:PRINT'O.k.':
IFAAZ=1THENAAX=2:PRINT'The match
es are wet!':ENDPROC
1130IFF% 7ORP%=8THENX$='I swim
into a whirlpool and drown':PROC
lose
1140PRINT'Don't be silly :ENDPR
OC
1150DEFPROCclose
1160CLS:PRINT'X$' "I AM DEAD!
1170 PRINT' "WOULD YOU LIKE AN
OTHER GAME ? (Y/N) '
1180RESTOREF140:FORX=1TO20:READ
D: SOUND1,-15,D,3:NEXT
1190 REPEAT A$=GET$
1200UNTIL A$="Y" OR A$="N"
1210IFA$="Y" THENRUN ELSEPRINT'
'Goodbye thank you for playing'
1220END
1230ENDPROC
1240DEFPROClight
1250K=1:IFABZ=0THENPRINT'I have
n't got the lamp ":ENDPROC ELSEI
FABZ=2 THENPRINT'It's already li
t!':ENDPROC
1260IFAAZ=2THENPRINT'The matche
s are wet!':ENDPROC ELSEIFAAZ<1
THENPRINT'I have no matches ":EN
DPROC
1270PRINT'I light the lamp":ABZ
=2:FORVZ=1TO3:IFV$(VZ)=G$(3) THEN
V$(VZ)="an oil lamp (LIT)"
1280NEXT:ENDPROC
1290DEFPROCthrow
1300K=1:PROCcheck
1310IFR<2THENPRINT'I can't see
much point in throwing that ":F
NDPROC
1320IFAAZ=0THENPRINT'I haven't
got them':ENDPROC ELSEIFAAZ >1TH
ENPRINT'I don't see much point i
n doing that!':ENDPROC
1330IFF% 5THENB%(NZ(R),1) 0:FOR
V% 1TO3:IFV$(VZ)=G$(2) THENV$(VZ)
="":AAZ=0
1340IFF% 5THENNEXT:PRINT'They h
ave fallen in the water ":ENDPRO
C
1350IFF% 4THENB%(NZ(R),1)=5:FOR
V%=1TO3:IFV$(VZ)=G$(2) THENV$(VZ)
="":AAZ=0
1360IFF% 4THENNEXT

```

```

1370ENDPROC
1380DEFPROCshow
1390K=1:IFAF%<1THENPRINT'I have
n't got the crucifix!':ENDPROC
1400IFF%<10THENPRINT'I can't s
ee any point in doing that here"
:ENDPROC
1410IFAF%>1THENPRINT'The Vampir
e's gone!':ENDPROC
1420PRINT'The Vampire disappear
s in fright!':AF%=2:G$(13)="" :EN
DPROC
1430DEFPROCin
1440K=1:IFF% 10THENPRINT'The do
or is locked!':ENDPROC ELSEIFF%
=9THENPRINT'O.k.':F%=11:ENDPROC
1450PRINT'I can't do that here'
:ENDPROC
1460DEFPROCout
1470K=1:IFF% 11THENP%=9:PRINT'O
.k.':ENDPROC
1480PRINT'I can't do that!':END
PROC
1490DEFPROCrow
1500K=1:IFAC%<1THENPRINT'Just
how am I supposed to do that?':
ENDPROC
1510IFF% 7THENP%=8:PRINT'O.k.':
ENDPROC ELSEIFF% 8THENP%=7:PRINT
'O.k.':ENDPROC
1520PRINT'I can't do that here!
':ENDPROC
1530DEFPROCup
1540K=1:IFF% 11THENP%=12:PRINT
'O.k.':ENDPROC ELSEIFF% 17THENP%
=16:PRINT'O.k.':ENDPROC
1550PRINT'Not here!':ENDPROC
1560DEFPROCdown
1570K=1:IFF% 12THENP%=11:PRINT
'O.k.':ENDPROC ELSEIFF% 16THENP%
=17:PRINT'O.k.':ENDPROC
1580PRINT'Not here!':ENDPROC
1590DEFPROCunlock
1600K=1:IFF% 21THENPRINT'The ke
y doesn't work!':ENDPROC ELSEIFF
%<18THENPRINT'Just how am I sup
posed to do that here?':ENDPROC
1610IFADZ<1THENPRINT'I don't h
ave the key':ENDPROC
1620PRINT'I unlock the door":0$
(18)='By an unlocked door":5$(18
,2)=20:ENDPROC
1630 DEFPROCinsert
1640K=1:IFAEZ<1THENPRINT'I don
't have anything to do that with
':ENDPROC
1650IFF%<21THENPRINT'I can't d
o that here!':ENDPROC
1660S%=10:ENDPROC

```





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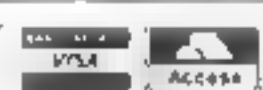
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# BOMB

**T**O LAND your aircraft you will have to clear a landing strip by bombing the skyscrapers in this game for the BBC B written by A J Griffiths of Worcester.

If you complete your mission successfully, the pilot alights from his aircraft to wave at you and you are rewarded with the opening bars of *Congratulations*. The aircraft then takes off again for another more difficult screen.

Use the space bar to drop your bombs and wait for one bomb to land before releasing another.

```
10 ONERROR RUN
20 MODE 7
30 PROCTITLE
40 YCO=960
50 SC=0
60 VDU23,240,146,254,146,254,
146,254,146,254
70 VDU23,241,16,16,16,56,56,1
24,254,254
80 VDU23,242,60,126,247,251,2
51,247,126,60
90 VDU23,243,0,0,192,224,240,
255,255,255
100 VDU23,244,0,0,0,0,0,240,25
2,255
110 VDU23,245,28,93,42,28,8,26
,34,65
120 VDU23,246,28,28,8,28,42,85
,20,20
130 *TV255
140 MODE 2
150 VDU23,820,2,0,0,0,0
160 COLOUR130
170 Y=29
180 FOR X=0 TO 19
190 PRINT TAB(X,Y) " "
200 NEXT
210 COLOUR128:COLOUR1
220 X=2
```

```
230 Y=29
240 C=RND(L)
250 FORT=1 TO C
260 PRINT TAB(X,Y-T);CHR$(240)
270 NEXT
280 PRINT TAB(X,Y-T);CHR$(241)
290 X=X+1:IF X>17 THEN 310
300 GOTO 230
310 VDU5
320 GCOL 1,5
330 X=0:Y=YCO
340 MOVE X,Y
350 PRINT CHR$(243)
360 VDU4:COLOUR4
370 PRINT TAB(0,0) "SCORE ";SC
380 VDU5
390 MOVE X+64,Y
400 PRINT CHR$(244)
410 K#=INKEY$(2)
420 IF K#=" " AND Y=160 THEN PROC F
IRE
430 SOUND1,VOL,40,1
440 FORT=1 TO 100:NEXT
450 SOUND1,0,40,1
460 MOVE X+128,Y
470 VDU127,127
480 X=X+64:IF X>1152 THEN X=0:Y=Y
32
490 IF POINT(X+146,Y 16)=1 THEN P
```

```
ROCCRASH
500 IF Y<160 AND X+128 1216 THEN P
OCLAND:GOTO 60
510 GOTO 340
520 DEF PROC FIRE
530 I=1
540 X1=X
550 Y1=Y
560 MOVE X+128,Y
570 GCOL 0,5
580 VDU127,127
590 X=X+64:IF X 1152 THEN X=0:Y=Y
32
600 IF POINT(X+146,Y 16)=1 THEN P
ROCCRASH
610 VDU4:COLOUR4
620 PRINT TAB(0,0) "SCORE ";SC
630 VDU5
640 IF Y<160 AND X+128>1216 THEN P
OCLAND:GOTO 60
650 MOVE X,Y:PRINT CHR$(243)
660 MOVE X+64,Y:PRINT CHR$(244)
670 COLOUR2
680 MOVE X1,Y1
690 GCOL 0,3
700 PRINT CHR$(242)
710 SOUND0,VOL,50,1
720 FORT=1 TO 300:NEXT
730 SOUND0,0,50,1
```



```

740 MOVEX1+64,Y1
750 VDU127
760 Y1=Y1-32
770 IFPOINT(X1,Y1)=1THENMOVEX1
+64,Y1:VDU127:I=I+1:SC=SC+1:SOUN
D1,0,0,1:SOUND0,0,0,1:SOUND0,VOL
,60,1
780 IF I>4 OR POINT(X1,Y1-64)=
2 THEN GOTO5:ENDPROC
790 GOTO560
800DEFPROCCLAND
810MOVEX,Y
820 PRINTCHR$(243)
830MOVEX+64,Y
840PRINTCHR$(244)
850 FORT=1T05
860 MOVEX-128,Y
870 PRINTCHR$(245)
880 FORV=1T01000:NEXTV
890 MOVEX-64,Y:VDU127
900 MOVEX-128,Y
910 PRINTCHR$(246)
920 FORV=1T01000:NEXTV
930 MOVEX-64,Y:VDU127
940 NEXTT
950 FORT=1T022
960 READA,B
970 SOUND1,VOL,A,B/4
980 SOUND1,0,0,B/7
990 NEXTT
1000 DATA101,10,109,10,117,10,1
21,20,101,20,121,10,117,10,121,1
0,129,20,109,20
1010 DATA109,10,117,10,121,10,1
37,10,129,10,129,10,121,10,121,1
0,117,10,109,10,117,10,101,40
1020 RESTORE
1030 MOVEX+128,Y:VDU127,127,127
,127
1040 VDU4
1050 COLOUR5
1060 X=0:Y=28
1070 PRINTTAB(X,Y);CHR$(243)
1080 PRINTTAB(X+1,Y);CHR$(244)
1090 SOUND0,VOL,60,5
1100 FORT=1T0500:NEXT
1110 SOUND0,0,0,1
1120 PRINTTAB(X,Y);CHR$(32)

```

```

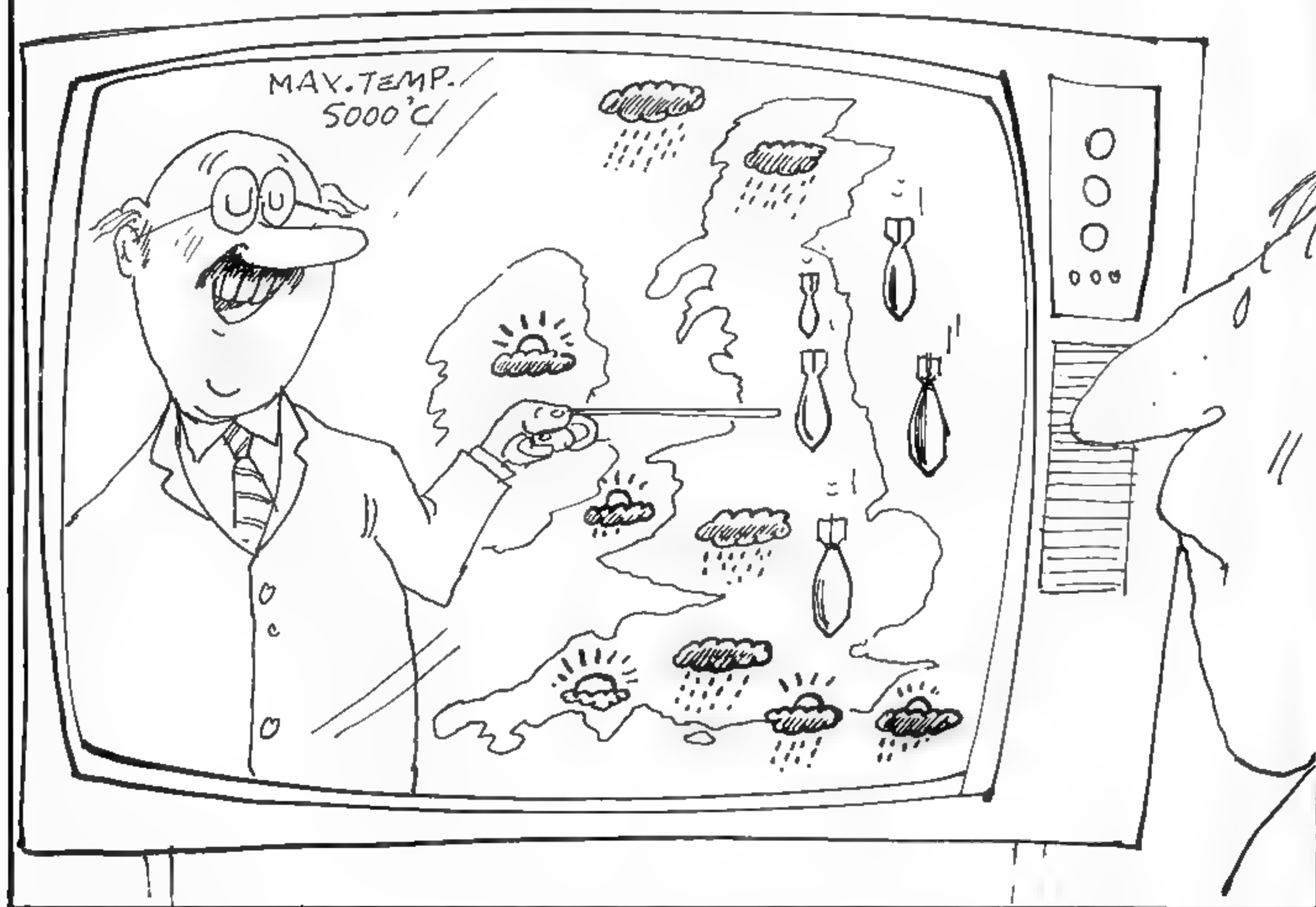
1130 PRINTTAB(X+1,Y);CHR$(32)
1140 X=X+1:Y=Y-1
1150 IFX>18ORY<0THEN1170
1160 GOTO1070
1170 CLS
1180 COLOUR11
1190 PRINTTAB(0,13)"WELL DONE Y
OU LANDED"
1200 COLOUR14
1210 PRINTTAB(0,15)"YOUR SCORE
IS ";SC
1220 COLOUR2
1230 PRINTTAB(5,17)"PRESS SPACE
"
1240 K$=GET$
1250 IFK$<>" "THEN1240
1260 YCO=YCO-32
1270 ENDPROC
1280 DEFPROCCRASH
1290 VDU4
1300 COLOUR12
1310 PRINTTAB(7,14)"SPLAT!"
1320 FORT=1T010
1330 SOUND0,VOL,53,2
1340 NEXT
1350 FORT=1T05
1360 SOUND0,VOL,53,2
1370 NEXT
1380 FORT=1T05
1390 SOUND0,VOL,60,2
1400 NEXT
1410 FORT=1T01000:NEXT
1420 CLS
1430 COLOUR11
1440 PRINTTAB(0,14)"BAD LUCK YO
U CRASHED"
1450 COLOUR13
1460 PRINTTAB(0,16)"BUT SCORED
";SC
1470 COLOUR1
1480 PRINTTAB(5,18)"PRESS SPACE
"
1490 K$=GET$
1500 IFK$<>" "THEN1490
1510 RUN
1520 DEFPROCTITLE
1530 VDU23;8202;0;0;0;
1540 PRINTTAB(11,1);CHR$141"CI

```

```

TY BOMBER"
1550 PRINTTAB(11,2);CHR$141"CI
TY BOMBER"
1560 PRINTTAB(1,4)"TRY TO LAND
YOUR RAPIDLY DESCENDING"
1570 PRINTTAB(1,6)"AIRCRAFTBY
CLEARING A RUNWAY"
1580 PRINTTAB(1,8)"FROM THE SK
YSCRAPERS BELOW"
1590 PRINTTAB(1,10)"AFTER LAND
ING ONE PLANE YOU MUST"
1600 PRINTTAB(1,12)"GO ON TO T
HE NEXT SCREEN"
1610 PRINTTAB(1,14)"REMEMBER T
HOUGH YOU ONLY GET ONE LIFE"
1620 PRINTTAB(1,16)"SO BE CARE
FUL"
1630 PRINTTAB(1,18)"USESPACE
TO DROP BOMBS"
1640 PRINTTAB(1,20)"NOTE DO NO
T HOLD THE SPACE BAR FOR TOO"
1650 PRINTTAB(1,22)"LONG OR EL
SE THE BOMBS WILL BECOME"
1660 PRINTTAB(1,24)"OUT OF CON
TROL"
1670 K$=GET$
1680 IFK$=""THEN1670
1690 CLS
1700 PRINTTAB(5,3)"DO YOU REQUI
RE SOUND (Y/N)"
1710 K$=GET$
1720 IFK$="N"THENVOL=0
1730 IFK$="Y"THENVOL=-15
1740 IFK$<>"N"ANDK$<>"Y"THEN171
0
1750 PRINTTAB(5,5)"LEVEL (1-5)"
1760 K$=GET$
1770 IFK$="1"THENL=5
1780 IFK$="2"THENL=10
1790 IFK$="3"THENL=15
1800 IFK$="4"THENL=20
1810 IFK$="5"THENL=25
1820 IFK$<>"1"ANDK$<>"2"ANDK$<>
"3"ANDK$<>"4"ANDK$<>"5"THEN1760
1830 PRINTTAB(13,7)"GOOD LUCK!"
1840 FORT=1T02500:NEXT
1850 ENDPROC

```

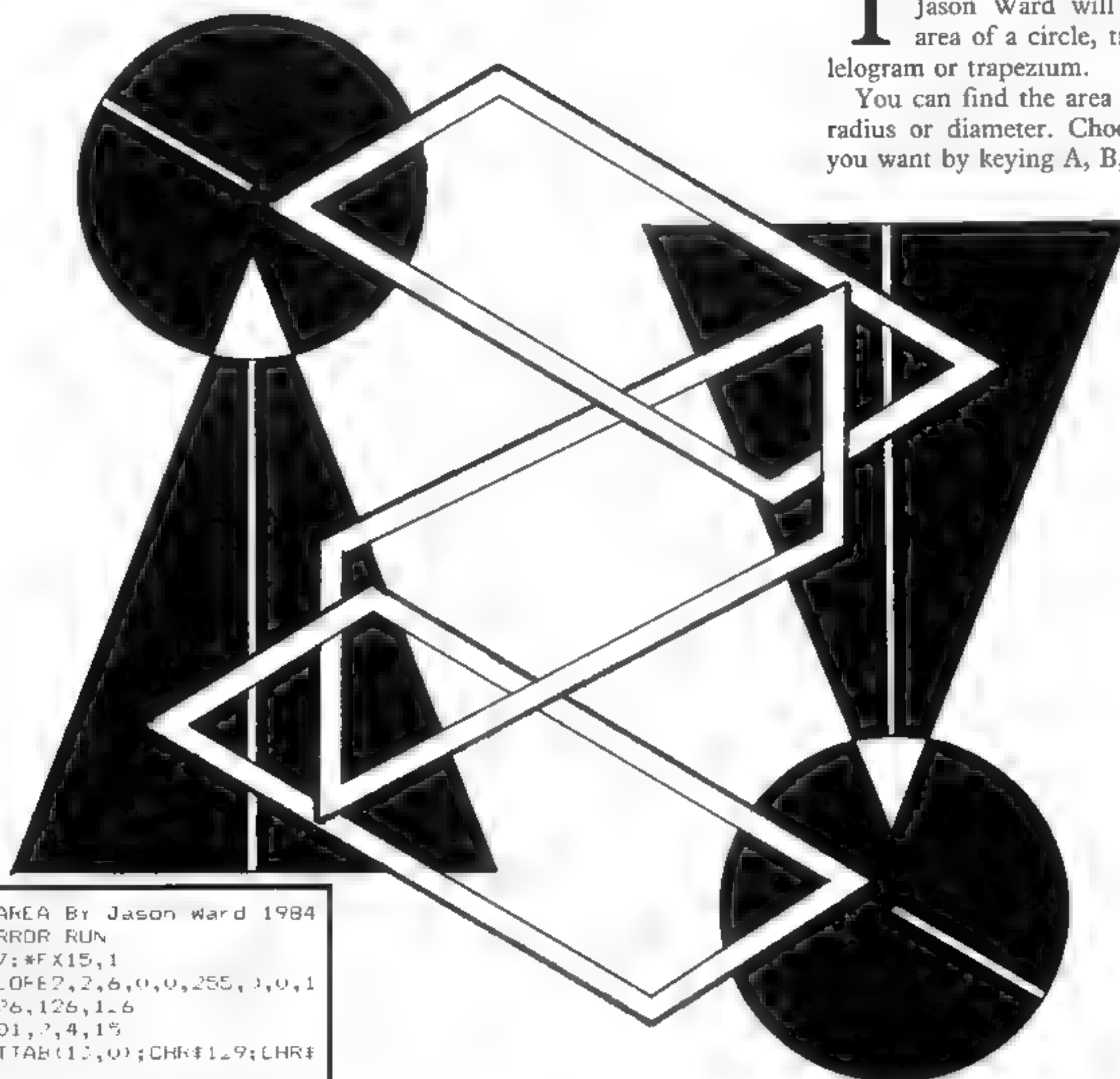




# AREA

THIS USEFUL program by Jason Ward will calculate the area of a circle, triangle, parallelogram or trapezium.

You can find the area of a circle by radius or diameter. Choose the shape you want by keying A, B, C or D.



```
10REM AREA By Jason Ward 1984
2:ION ERROR RUN
3:MODE 7: *FX15,1
4:ENVELOPE 2,2,6,0,0,255,0,0,1
5,0,0, 126,126,126
6:SOUND 1,2,4,15
7:PRINT TAB(12,0);CHR$(129);CHR$
141'AREA'
8:PRINT TAB(13,1);CHR$(129);CHR$
141'AREA'
9:PRINT CHR$(170);'FOR AREA OF
A CIRCLE TYPE 'A'
10:PRINT CHR$(171);'FOR AREA OF
A TRIANGLE TYPE 'B'
11:PRINT CHR$(172);'FOR AREA OF
A PARALLELOGRAM TYPE 'C'
12:PRINT CHR$(173);'FOR AREA OF
A TRAPEZIUM TYPE 'D'
13:PRINT 'Enter A,B,C or D'
14:VDU 7,1,0;0;0;0;
15:Z$=GET$
16:MODE 6
17:VD 13,1,1;0;0;0;
18:IF Z$="A" THEN PROCa
19:IF Z$="B" THEN PROCb
20:IF Z$="C" THEN PROCc
21:IF Z$="D" THEN PROCd
22:END
23:DEF PROCa
24:VDU 19,1,2,.,.,0,0
25:CLS
26:INPUT "DO YOU WISH TO FIND
THE AREA BY THE (R)ADIUS OR
(D)IAMETER 'A'
27:IFA$="D"ORA$="d" THEN 29
28:CLS:INPUT "ENTER RADIUS OF
```

```
CIRCLE 'R
29:AA=PI*AA
30:PRINT "AREA OF CIRCLE IS '
:A
31:PROCend
32:CLS:INPUT "ENTER DIAMETER
OF CIRCLE 'D
33:AA=PI*D
34:PRINT "AREA OF CIRCLE IS '
:A
35:PROCend
36:DEF PROCb
37:VDU 19,7,7,.,.,
38:CLS
39:INPUT "ENTER BASE OF TRIAN
GLE 'B
40:INPUT "ENTER PERPENDICULAR
HEIGHT OF TRIANGLE 'H
41:AA=.5*B*H
42:PRINT "AREA OF TRIANGLE IS
'A
43:PROCend
44:DEF PROCc
45:VDU 19,1,4,0,0,0
46:CLS
47:INPUT "ENTER PERPENDICULAR
```

```
HEIGHT OF
PARALLELOGR
AM 'H
48:INPUT "ENTER BASE OF PARALE
LLOGRAM 'B
49:AA=H*B
50:PRINT "AREA OF PARALELLOGR
AM IS 'A
51:PROCend
52:DEF PROCd
53:VDU 19,1,5,0,0,0
54:CLS
55:INPUT "ENTER LENGTH OF TOP
PARALLEL SIDE 'X
56:INPUT "ENTER LENGTH OF BOT
TOM PARALLEL SIDE 'Y
57:INPUT "ENTER PERPENDICULAR
HEIGHT 'Z
58:AA=0.5*(X+Y)*Z
59:PRINT "AREA OF TRAPEZIUM IS
'A
60:PROCend
61:DEF PROCend
62:*FX15,1
63:PRINT "PRESS ANY KEY"
64:Z$=GET$
65:RUN
```



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# Babysitter

**H**ERE IS the winning entry in the music competition announced in our February/March issue. **Babysitter** was written for the BBC B by P A Baranek, of Matlock Bath, Derbyshire. In this lively maze game, your job is to look after the

baby. You have left it in the front garden to sleep in its pram while you go inside to pick up all the toys.

The baby will sleep only so long as its music box is playing, so before the tune ends you must dash back and start the box again. Otherwise the baby will

wake and you will be fired. If you manage to collect all the toys in the house, you win 1,000 points. Then the game becomes more complicated as a new set of toys appears and the baby-snatcher tries to sneak up and grab the baby.

```

10REM*****BABYSITTER*****
20REM*****A GAME FOR ALL AGES
*****
30REM*****BY P.A.BARANЕК*****
*****
40REM***** (C) MARCH 1984*****
*
50HS=0:S=0:CL=1
60U%=6:V%=10
70W%=U%*2+2
80Z%=V%*2+2
90K%=(U%+1)*(V%+1)-2
100DIM T%(W%,Z%):DIMM%(U%,V%):
DIMX(80):DIMY(80)
110 MODE7:VDU23,1,0;0;0;0;0;:GOS
UB1180
120VDU23 224,0,34,20,8,20,42,8
,8,23,225,0,0,0,0,124,127,127,34
,23,226,0,0,8,28,8,62,20,34
130VDU23,227,0,0,0,3,6,252,68,
68,23,228,0,64,32,20,14,31,14,4
140 VDU23,241,24,24,126,189,18
9,189,36,36,102,23,242,24,24,225
,60,60,36,36,102,23,243,153,153,
126,60,60,36,66,129
150VDU23,249,24,24,60,90,24,60
,60,102,23,248,0,0,4,31,31,4,0,0
160VDU23,250,170,85,170,85,170
,85,170,85,23,240,24,36,36,36,18
9,126,60,60
170 VDU23,240,24,36,36,36,189,
126,60,60,23,244,8,4,127,143,143
,127,4,8
180 GOSUB1890
190 MODE5
200VDU23,1,0;0;0;0;0;
210 VDU19,0,4;0;19,3,2;0;
220 CLS:COLOUR3:COLOUR129
230PRINTTAB(3,2)"SCORE"
240PRINTTAB(11,2);S
250FOR I%=0TOU%:FOR J%=0TOZ%
260M%(I%,J%)=210
270NEXT:NEXT
280Q%=0
290I%=RND(U%+1)-1

```

```

300J%=RND(V%+1)-1
310IF M%(I%,J%)=210 AND Q%>1 T
HEN GOSUB1590
320IF Q%>K% THEN GOTO530
330H%=0:G%=RND(4)
340H%=H%+1
350IF H%>4 THEN GOTO290
360L%=I%
370N%=J%
380IF G%>4 THEN G%=1
390IF G%=1 AND I%<U% THEN F%=2
:L%=I%+1
400IF G%=2 AND J%>0 THEN F%=3:
N%=J%-1
410IF G%=3 AND I%>0 THEN F%=5:
L%=I%-1
420IF G%=4 AND J%<V% THEN F%=7
:N%=J%+1
430IF M%(L%,N%)<>210 OR (N%=J%
AND L%=I%) THEN G%=G%+1:GOTO340
440M%(I%,J%)=M%(I%,J%)/F%
450IF F%=2 THEN F%=5:GOTO490
460IF F%=3 THEN F%=7:GOTO490
470IF F%=5 THEN F%=2:GOTO490
480IF F%=7 THEN F%=3
490I%=L%:J%=N%
500M%(I%,J%)=M%(I%,J%)/F%
510Q%=Q%+1
520GOTO330
530I%=RND(U%-1)-1
540M%(I%,0)=M%(I%,0)/3
550FOR I%=0TOW%:FOR J%=0TOZ%
560T%(I%,J%)=32
570NEXT:NEXT
580FOR J%=0TOV%:FOR I%=0TOU%
590D%=M%(I%,J%)
600T%(I%*2,J%*2)=250
610IF D%/3=D%DIV3 THEN T%(I%*2
+1,J%*2)=250
620IF D%/5=D%DIV5 THEN T%(I%*2
,J%*2+1)=250
630IF D%/7=D%DIV7 AND J%=V% TH
EN T%(I%*2,J%*2+2)=250:T%(I%*2+1
,J%*2+2)=250
640IF D%/2=D%DIV2 AND I%=U% TH

```



```

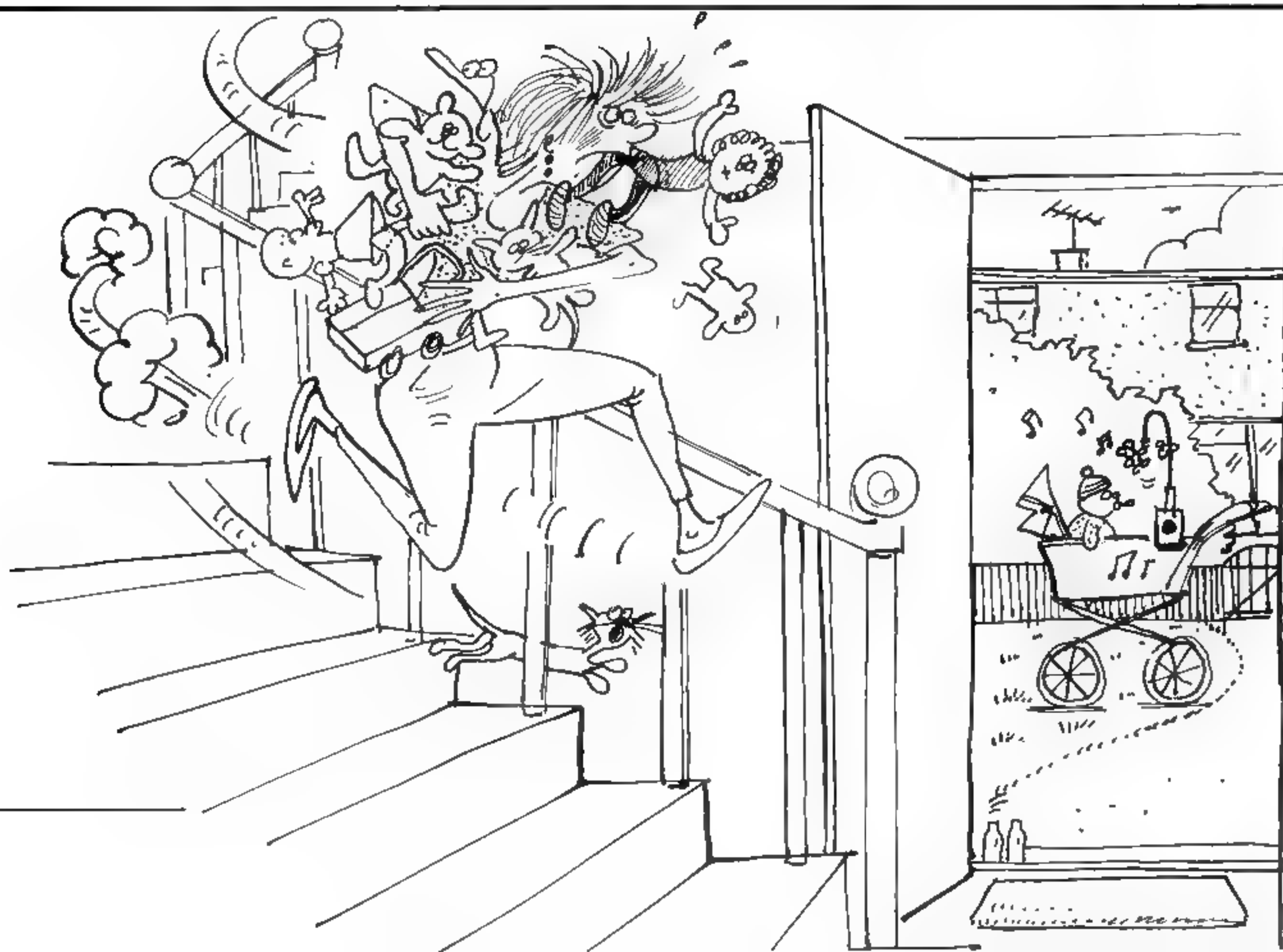
EN T%(I%*2+2,J%*2)=250:T%(I%*2+2
,J%*2+1)=250
650NEXT:NEXT
660 CLS:COLOUR 128:COLOUR 3
670T%(W%,Z%)=250
680FOR I=0TOW%:FOR J=0TOZ%
690PRINTTAB(I+2,J+6)CHR$T%(I,J
)
700NEXT:NEXT
710 FOR I=0TOW%
720IF T%(I,0)=32 THEN T%(I,0)=
250:PRINTTAB(I+2,6)CHR$250
730 NEXT
740FOR Z=1TO30
750K=RND(5)+223
760I=RND(W%-1)
770J=RND(Z%-1)
780COLOUR 2:COLOUR128
790IF T%(I,J)=32 THEN T%(I,J)=
K:PRINTTAB(I+2,J+6)CHR$K:ELSE GO
TO750
800NEXT
810 COLOUR3:COLOUR128
820 PRINTTAB(2,5)CHR$240
830COLOUR 1
840 T%(1,0)=32:T%(1,0)=249:L=1
:N=0:PRINTTAB(3,6)CHR$249
850 H=1:A%=1
860ST=0
870REPEAT
880COLOUR 0:COLOUR 129:PRINTTA
B(3,2)"SCORE":PRINTTAB(11,2);S
890 COLOUR129:PRINTTAB(17-A%,5
)," "
900 COLOUR0:COLOUR129:PRINTTAB

```

```

(16-A%,5)CHR$241
910 IF RND(29+CL*2)>29THEN A%=
A%+1
920I=L:J=N
930 FORW=1TO80:NEXT
940IF INKEY(-100) THEN I=I+1
950IF INKEY(-70) THEN J=J-1
960IF INKEY(-83) THEN I=I-1
970IF INKEY(-86) THEN J=J+1
980IF J<0 OR J>Z% THEN J=N
990IF I<0 OR I>W% THEN I=L
1000IF T%(I,J)>223 AND T%(I,J)<
229 THEN T%(I,J)=32:S=S+100:ST=S
T+100:K9=0
1010IF T%(I,J)<229 THEN T%(L,N)
=32:COLOUR 1:COLOUR128:PRINTTAB(
L+2,N+6)CHR$32TAB(I+2,J+6) CHR$2
49:L=I:N=J
1020 IF X(H)=255 THEN loud=0 EL
SE loud=-10
1030 IF ADVAL(-6)>2 ANDH<76 THE
N SOUND1,loud,X(H),Y(H):H=H+1
1040IF RND(4)>1 THEN GOTO920
1050 IF N=0 SOUND&1011,-10,121,
1:H=1:IF ST=3000 GOTO1120
1060IF N=0 THEN COLOUR129:PRINT
TAB(4,5)" "A%=1:COLO
UR128:COLOUR2:PRINTTAB(2,5)CHR$(
240)
1070 IF N=0 THEN PRINTTAB(3,5)C
HR$249:PRINTTAB(3,6)" ":REPEAT:U
NTILINKEY(-86):PRINTTAB(3,5)" ":
PRINTTAB(3,6)CHR$249
1080 IF N=0 SOUND&1011,-10,121,
1:H=1

```





```

1090 IF AZ>14 GOTO1690
1100UNTIL ST=3000 AND N=0 OR H=
76
1110IF H=76 GOSUB1630
1120IF ST=3000 AND N=0THEN ST=0
:S=S+(1000*CL):CL=CL+1:CLS:MODE7
:VDU23,1,0;0;0;0;:PRINTTAB(0,6)C
HR$(130)"WELL DONE! YOU HAVE CLE
ANED THE HOUSE"
1130PRINTTAB(1,10)CHR$(133)"BUT
WAIT, EVEN BEFORE YOU HAVE HAD"
:PRINTTAB(1,12)CHR$(131)"TIME TO
PUT YOUR FEET UP OH NO!!"
1140PRINTTAB(7,17)CHR$(134)"THE
RE ARE TOYS LYING":PRINTTAB(7,18
)CHR$(134);"ALL AROUND THE HOUSE
"
1150 FOR W=1TO20000:NEXT
1160 GOTO190
1170 IF H=76 GOSUB1630
1180RESTORE:FORI=20TO24:VDU31,0
,I:VDU135:FORJ=1TO40:READX:VDU-3
2*(X=0)-255*(X=1):NEXT:NEXT
1190DATA0,1,1,0,0,0,1,0,0,1,1,0
,0,1,0,1,0,1,1,1,0,1,0,1,1,1,0,1
,1,1,0,1,1,1,0,1,1,1,0,0,0,1,0,1
,0,1,0,1,0,1,0,1,0,1,0,1,0,1,0,0
,0,1,0,0,1,0,0,0,1,0,0,1,0,0,0,1
,0,1,0,0
1200 DATA0,1,1,0,0,1,1,1,0,1,1,
0,0,0,1,0,0,1,1,1,0,1,0,0,1,0,0,
0,1,0,0,1,1,0,0,1,1,1,0,0,0,1,0,
1,0,1,0,1,0,1,0,1,0,0,1,0,0,0,0,
1,0,1,0,0,1,0,0,0,1,0,0,1,0,0,0,
1,1,0,0,0
1210 DATA0,1,1,0,0,1,0,1,0,1,1,
0,0,0,1,0,0,1,1,1,0,1,0,0,1,0,0,
0,1,0,0,1,1,1,0,1,0,1,0,0
1220RESTORE:FORI=19TO23:VDU31,0
,I:VDU110+I:FORJ=1TO40:READX:VDU
-32*(X=0)-255*(X=1)
1230SOUND1,-10,(I-15)*(8+J),1:N
EXT:NEXT
1240VDU31,1,30:FOR F=1TO16:PRIN
T" ":FOR G=20TO30:SOUND1,-10,25+
12*G,1:NEXT:NEXT
1250PRINTTAB(0,16)CHR$(141);CHR
$(131);CHR$(157);CHR$(132)"
by P.A.BARANEK "
1260PRINTTAB(0,17)CHR$(141);CHR
$(131);CHR$(157);CHR$(132)"
by P.A.BARANEK "
1270TIME=0:REPEAT UNTIL TIME>60
0
1280 TIME=0: PRINTTAB(3,20)"If
you do not require instructions
press N "
1290 REPEAT UNTIL INKEY(-86)OR
TIME>300
1300 IF INKEY(-86) THEN RETURN
1310 IF TIME>300 GOTO 1320

```

```

1320CLS:GOSUB1990
1330PRINTTAB(0,12)"Your job is
to look after the baby"
1340PRINTTAB(0,14)"You put the
baby outside the front door in i
ts pram to sleep, while you go i
nto the house to collect all the
toys the baby has left on the
floor."
1350PRINTTAB(3,24)"Press any ke
y to continue...":G=GET:CLS:GOSU
B1990
1360PRINTTAB(0,11)"But wait....
the baby will only sleep if it h
ears a lullaby so before you lea
ve wind up the music box"
1370PRINTTAB(0,15)"If the music
stops the baby will wake upand
fall out of the pram."
1380PRINTTAB(7,19)CHR$(129);"TH
AT MEANS YOU'RE FIRED"
1390PRINTTAB(0,21)"You must get
back to the baby to wind upthe
music box before it stops."
1400PRINTTAB(4,24)"Press any ke
y to continue...":G=GET:CLS:GOSU
B1990
1410PRINTTAB(0,11)"If you manag
e to collect all the toys and
get back to the baby you are giv
en":PRINTTAB(12,14)CHR$(136);CHR
$(133);"1000 points"
1420PRINTTAB(0,16)"But like all
houses with children,as soon
as they are tidy, someone comes
anddrops more toys.....so off
you go again"
1430PRINTTAB(0,20)"A bonus of":
PRINTTAB(12,20)CHR$(136);CHR$(13
3);"2000 points":PRINTTAB(27,20)
CHR$(137);CHR$(135);"this time"
1440PRINTTAB(3,24)"Press any ke
y to continue...":G=GET:CLS:GOSU
B1990
1450PRINTTAB(12,10)CHR$(136);CH
R$(129); "BUT WAIT!!":PRINTTAB(0
,12)"There is a baby snatcher ab
out.He sneeksup on the baby and
tries to steal it. If he sees
you outside with the baby he wil
l run away and hide."
1460PRINTTAB(0,17)"If he steals
the baby you loose your jobThe
longer the game goes on, the fas
ter he sneeks up on your baby"
1470PRINTTAB(0,21)CHR$(136);CHR
$(129); "IF YOU LOOSE YOUR JOB T
HE GAME IS OVER "
1480PRINTTAB(3,24)"Press any ke
y to continue...":G=GET:CLS:GOSU
B1990

```



```

1490PRINTTAB(0,11)" Score as m
any points as you can but
PLEASE

```

```

"
1500PRINTTAB(7,15)CHR$(136);CHR
$(129); "LOOK AFTER THE BABY"

```

```

1510PRINTTAB(3,24)"Press any ke
y to continue...":G=GET:CLS:GOSU
B1990

```

```

1520PRINTTAB(0,11)CHR$(131);CHR
$(157);CHR$(132)" CONT
ROLS"

```

```

1530PRINTTAB(10,13)"J moves lad
y up"

```

```

1540PRINTTAB(10,15)"N moves lad
y down"

```

```

1550PRINTTAB(10,17)"C moves lad
y left"

```

```

1560PRINTTAB(10,19)"V moves lad
y right"

```

```

1570PRINTTAB(3,24)"Press any ke
y to start the game":G=GET

```

```

1580CLS:RETURN

```

```

1590I%=I%+1

```

```

1600IF I%>U% THEN I%=0:J%=J%+1:

```

```

IF J%>V% THEN J%=0

```

```

1610IF M%(I%,J%)=210 THEN GOTO1
590

```

```

1620RETURN

```

```

1630 COLOUR2:COLOUR129:FOR W=1T
O4000:NEXT:FOR B=5TO26:PRINTTAB(
1,B-1)" ":PRINTTAB(1,B)CHR$226:S
OUND1,-10,200-(B*10),4:NEXT

```

```

1640 FOR W=1TO4000:NEXT

```

```

1650 CLS:MODE7:VDU23,1,0;0;0;0;
:PRINTTAB(6,6)CHR$(132);"YOU LET
THE BABY WAKE UP"

```

```

1660PRINTTAB(5,10)CHR$(136);CHR
$(133)"THIS MEANS YOU ARE FIRED"

```

```

1670 PRINTTAB(10,13)CHR$(129);"
YOUR SCORE ";S

```

```

1680 IFS>HS GOTO1760 ELSE GOTO1
830

```

```

1690 SOUND&1011,-10,129,1

```

```

1700 COLOUR15:FOR P=1TO16:PRINT
TAB(0+P,5)CHR$241:SOUND0,-10,P,3
:PRINTTAB(0+P,5)CHR$242:SOUND0,-
10,P,3:PRINTTAB(0+P,5)" ":PRINTT
AB(0+P,4)CHR$243:SOUND0,-10,P,3:
PRINTTAB(0+P,4)" ":NEXT

```

```

1710FOR W=1TO5000:NEXT:CLS

```

```

1720 MODE7:VDU23,1,0;0;0;0;0;:PRI
NTTAB(4,4)CHR$(132)"THE BABY SNA
TCHER GOT YOUR BABY"

```

```

1730PRINTTAB(0,7)CHR$(136);CHR$
(133)"YOU ARE FIRED FOR BEING IN
COMPETANT"

```

```

1740 PRINTTAB(10,13)CHR$(129);"
YOUR SCORE ";S

```

```

1750 IFS>HS GOTO1760 ELSE GOTO1
830

```

```

1760PRINTTAB(5,16)CHR$(136);CHR
$(129)"THIS IS A NEW HIGH SCORE"
:HS=S

```

```

1770PRINTTAB(1,19)" "

```

```

1780*FX 15,1

```

```

1790 INPUT " TYPE IN YOUR NAM
E " NAME$

```

```

1800PRINTTAB(3,24)CHR$(130);"Pr
ess space bar for another go"

```

```

1810 REPEAT UNTIL INKEY(-99)

```

```

1820 IF INKEY(-99) S=0:CL=1:GOT
D190

```

```

1830 PRINTTAB(4,16)CHR$(132);"T
his is not a new high score"

```

```

1840 PRINTTAB(6,18)CHR$(133);"T
HE HIGH SCORE STANDS TO"

```

```

1850 PRINTTAB(2,20)CHR$(136);CH
R$(134);NAME$:PRINTTAB(20,20)"at
";HS;" points",

```

```

1860PRINTTAB(3,22)CHR$(130);"Pr
ess space bar for another go"

```

```

1870 REPEAT UNTIL INKEY(-99)

```

```

1880 IF INKEY(-99) S=0:CL=1:A%=
1:GOTO190

```

```

1890 FOR H=1TO75

```

```

1900READX(H)

```

```

1910READY(H)

```

```

1920DATA 109,10,129,10,255,.5,1
29,10,137,10,145,5,157,5,255,.5,

```

```

157,15,149,5,145,10,255,.5,145,1
0,137,10,129,20

```

```

1930DATA 109,10,129,10,255,.5,1
29,10,137,10,145,5,157,5,255,.5,

```

```

157,15,149,5,145,10,255,.5,145,1
0,137,10,129,20

```

```

1940 DATA157,10,255,.5,157,10,1
45,10,157,10,255,.5,157,5,149,5,

```

```

137,15,255,.5,137,5

```

```

1950DATA 145,10,129,10,145,10,1
37,20,109,10,129,10,255,.5,129,1

```

```

0,137,10,145,5,157,5,255,.5,157,
15,149,5,145,10,255,.5,145,10,13

```

```

7,10,129,20

```

```

1960 DATA 149,5,125,5,129,20,13
7,5,109,5,129,20,255,.5,129,5,14

```

```

5,5,157,10,145,5,129,5,137,5,109
,5,129,20,129,20,129,20

```

```

1970 NEXT

```

```

1980RETURN

```

```

1990RESTORE:FORI=3TO7:VDU31,0,I
:VDU126+I:FORJ=1TO40:READX:VDU-3

```

```

2*(X=0)-255*(X=1): NEXT:NEXT:RET
URN

```







# HISTORY QUIZ

**A**NSWER 20 questions to find how good you are at remembering historic dates. If you want to add your own questions, insert the date and the fact, separated by a comma, at any line after 320.

**History Quiz** was written by Mark Hammond of Milton Keynes, Buckinghamshire.

```

10 CLS
20 COR%=0:WRD%=0
30 DIM D%(21),H$(21)
40 PRINTTAB(11,11);CHR$134;CHR$141;"HISTORY QUIZ"
50 PRINTTAB(11,12);CHR$134;CHR$141;"HISTORY QUIZ"
60 X#=INKEY$(500)
70 RESTORE 290
80 FOR N=1 TO 20
90 READ D%(N),H$(N)
100 NEXT N
105 TIME=0
110 FOR QN%=1 TO 20
120 CLS
122 PRINTTAB(0,2);" This is"
125 PRINTTAB(0,3);"Question no
. ";QN%;" Number right ";COR%
127 PRINT"*****"
130 PRINT:PRINTCHR$129;CHR$141;" NAME THE DATE WHEN"
140 PRINTCHR$129;CHR$141;" NAME THE DATE WHEN"
150 PRINT:PRINT"]]] ";H$(QN%)
160 INPUT ANS%
170 IF ANS%=D%(QN%) THEN COR%=COR%+1:PRINT:PRINT"CORRECT":X#=INKEY$(100)
180 IF ANS%<>D%(QN%) THEN PRINT:PRINT"THE DATE WAS ";D%(QN%):X#=INKEY$(300)
190 NEXT QN%
200 CLS:PRINT"*****"
210 PRINTCHR$130;CHR$141;" RESULTS"
220 PRINTCHR$130;CHR$141;"

```

```

RESULTS"
230 PRINTCHR$131;"
"
240 PRINT:PRINT"AFTER 20 QUESTIONS : "
250 PRINT
260 PRINTSPC(9);"YOU HAVE SCORED ";COR%;" POINT";
270 IF COR%<>1 THEN PRINT"S."
275 PRINT:PRINTSPC(9);"TIME TAKEN ";TIME/100;" SECONDS."
280 PRINT:END
290 DATA 122,HADRIANS WALL WAS BUILT,1066,THE BATTLE OF HASTINGS WAS,1215,THE MAGNA CARTA WAS SIGNED,1348,THE BLACK DEATH WAS,1492,COLUMBUS DISCOVERED THE WEST INDIES,1587,MARY QUEEN OF SCOTS WAS EXECUTED
300 DATA 1588,THE SPANISH ARMA DA WAS DESTROYED,1605,THE GUNPOWDER PLOT WAS,1665,THE GREAT FLAGUE OF LONDON WAS,1666,THE GREAT FIRE OF LONDON WAS,1804,NAPOLEON BECAME EMPEROR OF FRANCE
310 DATA 1805,THE BATTLE OF TRAFALGAR WAS,1815,THE BATTLE OF WATERLOO WAS,1878,THE ELECTRIC LIGHT WAS INVENTED,1903,THE FIRST FLIGHT WAS,1914,THE FIRST WORLD WAR STARTED
320 DATA 1939,THE SECOND WORLD WAR STARTED,1961,THE FIRST MAN WENT IN SPACE,1971,BRITAIN CHANGED TO DECIMAL CURRENCY,1982,THE FALKLAND ISLANDS WERE INVADED

```



# ORCHARD WALL

```

10CLS
20GOTO630
30VDU23,224,255,255,255,126,6
6,90,90,60
40VDU23,225,24,24,24,60,36,66
,66,66
50VDU23,226,0,127,127,127,127
,127,127,0
60VDU23,227,0,24,60,126,126,6
0,24,0,0
70MODE5
80COLOUR1:PRINT"      ORCHARD W
ALL"
90VDU23,1,0;0;0;0;0;
110VDU19,7,4,0,0,0:COLOUR7
120 FORW=1TO300:PRINTCHR#226;:
NEXT
130SC%=0:L%=1:LI%=5:Z=27:X=10
140FORB=1TO15
150W=0
160U=0
170G=0
180COLOUR1:PRINTTAB(0,28)"SCOR

```

```

E ";SC%:PRINTTAB(12,28)"LEVEL ";
L%
190COLOUR2:PRINTTAB(6,29)"LIVE
S ";LI%
200H=RND(17)+1
210FORS=1TOZ-1
220U=0
230IFX<0THENX=0
240IF INKEY(-98)THENPRINTTAB(X
,Z)" ";TAB(X,Z-1)" ":X=X-1:SOUND
1,-15,20,1:SOUND2,-15,60,1
250IFX<0THENX=0
260IFX>19THENX=19
270IF INKEY(-67)THENPRINTTAB(X
,Z)" ";TAB(X,Z-1)" ":X=X+1:SOUND
1,-15,20,1:SOUND2,-15,60,1
280IFX>19THENX=19
290COLOUR1
300PRINTTAB(X,Z)CHR#225;TAB(X,
Z-1)CHR#224
310COLOUR2
320PRINTTAB(H,S)CHR#227:REPEAT
:U=U+1:UNTILU=2
330COLOUR7
340IF S<16 THENPRINTTAB(H,S)CH
R#226 ELSEIFS>=16THENPRINTTAB(H,
S)" "
350IFS=Z-2 AND H=X THENSOUND1,
-15,150,1:SOUND1,-15,200,1:SC%=S
C%+L%*5:GOTO390
360IFS=Z-1 THENSOUND1,-15,1,3:
SOUND2,-15,30,5:LI%=LI%-1
370IFLI%=0THENLI%=LI%-1:GOTO58
0
380NEXTS
390REPEAT:G=G+1:UNTILG=100
400NEXTB
410LI%=LI%+1
420L%=L%+1
430IFL%>11THENL%=11
440COLOUR1
450PRINTTAB(0,28)"SCORE ";SC%
460ENVELOPE 1,1,-10,-10,-45,10
0,100,100,50,0,-10,-127,126,0

```



**S**TAND BENEATH the orchard wall and catch as many apples as you can in your basket. You have five lives and lose one every time you fail to catch an apple; you have an extra life for each new level of the game.

**Orchard Wall** was written for the Electron by Kevin Jackson of Wednesbury, West Midlands.



```

470SOUND1,1,150,39
480PRINTTAB(X,Z)" ":PRINTTAB(X
,Z-1)" "
490Z=Z-1:IFZ<17THENZ=17
500BON%=L%*LI%+30
510COLOUR7
520PRINTTAB(6,27)"BONUS ";BON%

530REPEAT:W=W+1:UNTILW=900
540PRINTTAB(6,27)" "

550SC%=SC%+BON%
560GOTO140
570VDU23,1,0;0;0;0;
580COLOUR2:LI%=0:PRINTTAB(6,29
)"LIVES ";LI%
590ENVELOPE1,2,8,-4,4,10,5,20,
126,0,0,-126,126,126
600SOUND1,1,10,140
610REPEAT:U=U+1:UNTILU=2000
620CLEAR
630MODE2:COLOUR11
640PRINTTAB(4,2)"ORCHARD WALL"

650COLOUR2:PRINTTAB(0,5)"The o
bject of this":PRINT"game is to
catch as":PRINT"many falling app
les":PRINT"as you can."
660PRINT:COLOUR6

```

```

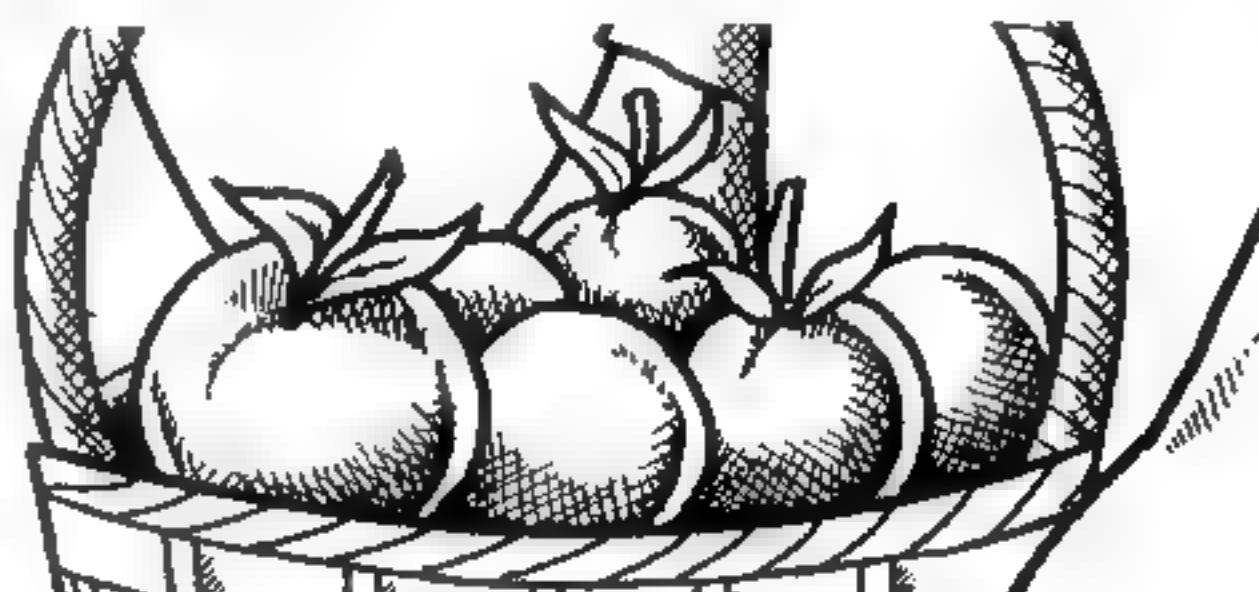
670PRINT"To do this you must":
PRINT"position your man ":PRINT"
underneath an apple":PRINT"so th
at it falls in":PRINT"to his bas
ket on ":PRINT"top of his head."

```

```

680PRINT:COLOUR3
690PRINT"You have 5 lives ":PR
INT"and gain 1 life ":PRINT"ever
y level,but ":PRINT"loose 1 life
every ":PRINT"time you fail to"
:PRINT"catch an apple."
700COLOUR4:PRINTTAB(5,24)"CONT
ROLS"
710COLOUR7:PRINTTAB(0,26)"Z...
...LEFT":PRINT"X.....RIGHT"
720COLOUR1:PRINTTAB(1,30)"PRES
S S TO BEGIN"
730IFINKEY(-82)THENGOTO30
740GOTO730

```



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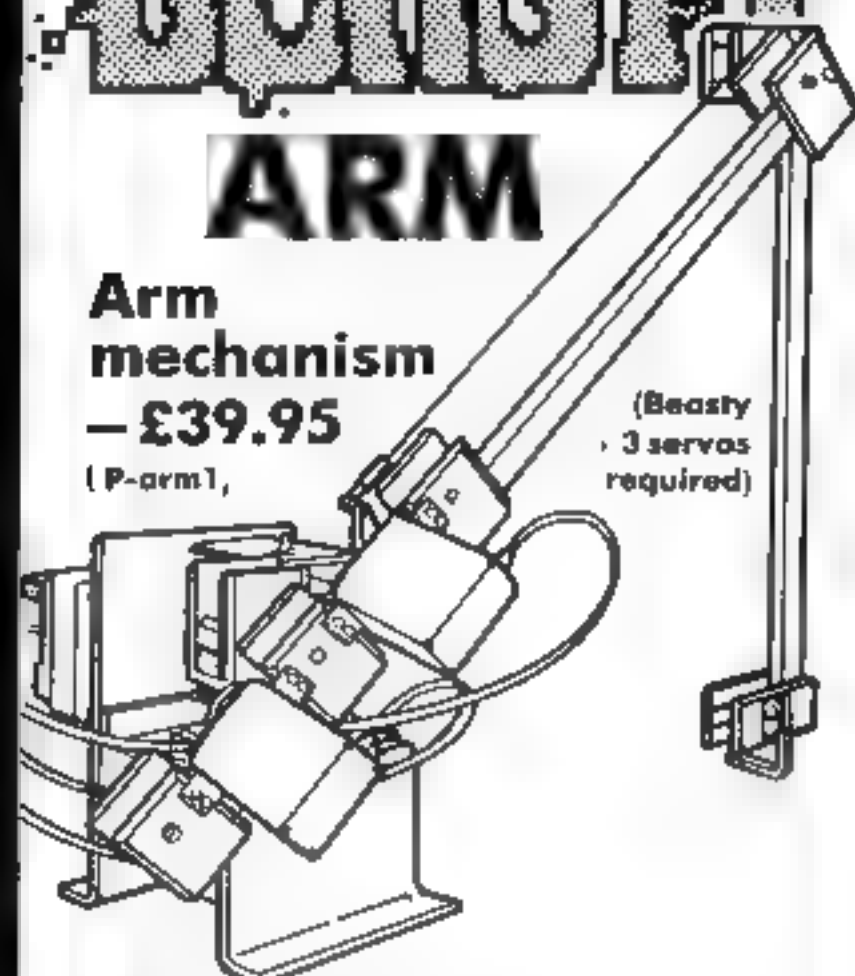
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(Beasty + 3 servos required))



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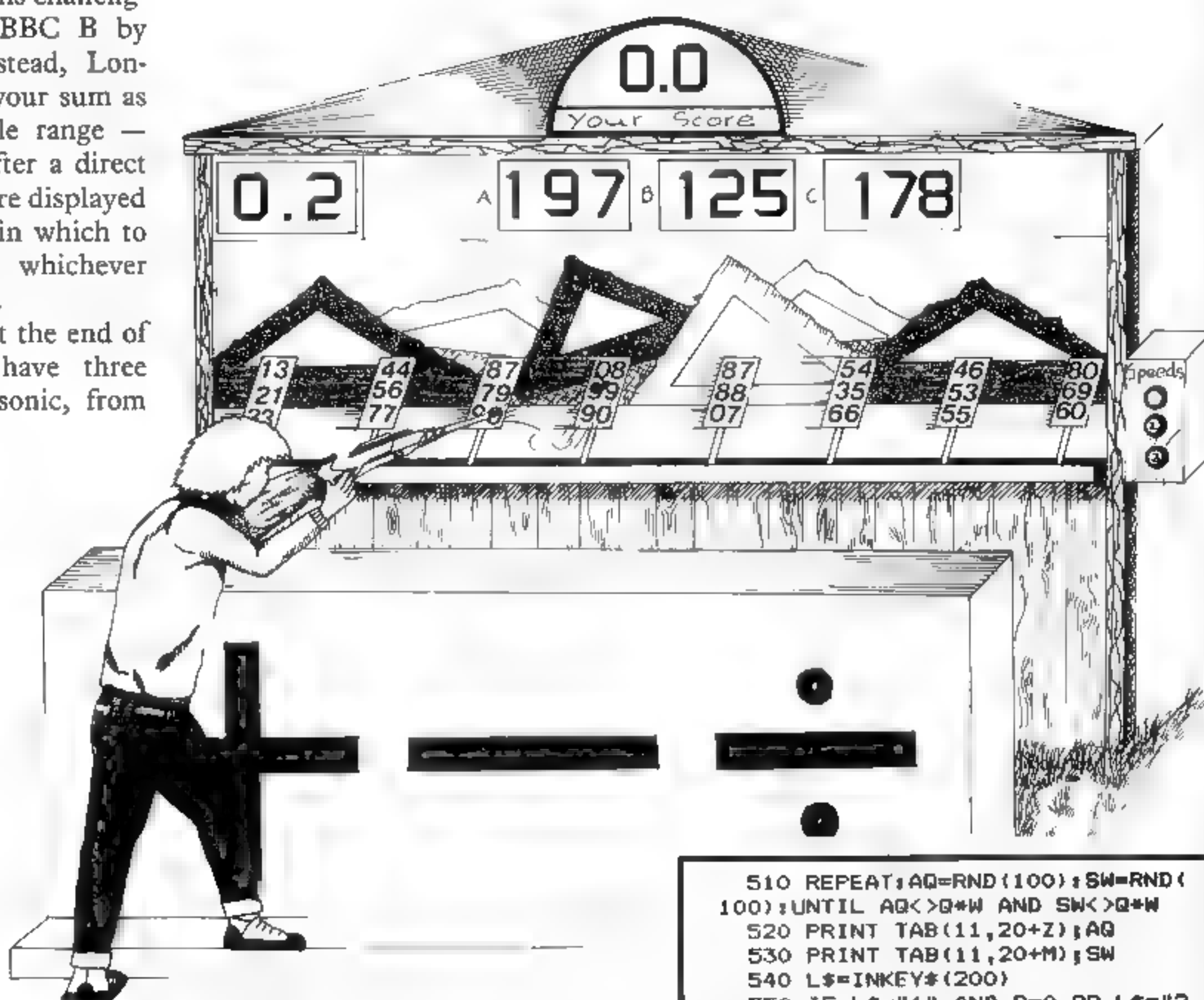
**SNAP:**  
Resolution up to 256x128, up to 20 frames/  
second, up to 8 grey levels. SNAP—£99.95  
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# MATHSGROUND

**T**EST YOUR reflexes as well as your arithmetic in this challenging game for the BBC B by Nicholas Green of Hampstead, London. First you must shoot your sum as it whizzes past on the rifle range — press RETURN to fire. After a direct hit, three possible answers are displayed and you have two seconds in which to key either 1, 2 or 3 for whichever answer you think is correct.

Your score is displayed at the end of **Mathsground** and you have three speeds, from fast to supersonic, from which to choose.



```

10 HIGH% = 0
20 MODE 7
30 VDU 23,8202;0;0;0;
40 PROCspeed
50 MODE 2
60 ENVELOPE 2,1,0,0,0,0,0,0,1
26,-4,0,-1,126,0
70 VDU 23,8202;0;0;0;
80 VDU 23,240,8,8,16,8,4,8,16
,8,23,241,8,127,127,0,0,0,0,0
90 F=0:SC=0:SHOTS=20:end=0
100 Q=RND(9):W=RND(9)
110 PROCtitle
120 PROCline
130 PRINT TAB(1,30);"Shots=";S
HOTS
140 PRINT TAB(1,29);"Score=";S
C
150 FOR T=0 TO 15
160 PRINT TAB(T,10);" ";Q;"*";
W
170 move=INKEY(0)
180 IF move=13 AND F=0 THEN SO
UND 0,2,4,7:F=1:Y=28:SHOTS=SHOTS
-1
190 IF F=1 THEN PROCfire:IF en
d=1 THEN GOTO 20
200 IF F<>1 THEN FOR R=0 TO 20
:NEXT
210 FOR STALL=0 TO SPEED*20:NE
XT STALL
220 NEXT T
230 PRINT TAB(16,10);" "
240 GOTO 150
250 DEF PROCline

```

```

260 PRINT TAB(10,30);CHR$(241)
270 GCOL 0,3
280 MOVE 0,670
290 DRAW 1250,670
300 ENDPROC
310 DEF PROCtitle
320 COLOUR 6
330 PRINT TAB(5,2);"WELCOME TO
"
340 PRINT TAB(4,4);"MATHS GROU
ND"
350 COLOUR 1
360 ENDPROC
370 DEF PROCfire
380 PRINT TAB(10,Y);HR$(240)
390 IF Y 9 THEN F=0:PRINT TAB(
10,Y);' ":PROCline:PRINT TAB(1,3
0);"Shots=";SHOTS:IF SHOTS<10 TH
EN PRINT TAB(8,30);" ":IF SHOTS=
0 THEN PROCagain:end=1:ENDPROC
400 IF T>=7 AND T<=9 AND Y=10
THEN PROCchit:PROCline:PROCtitle
410 Y Y 1
420 PRINT TAB(10,Y+2);" "
430 ENDPROC
440 DEF PROCchit
450 SOUND 1,-15,150,1
460 PRINT TAB(8,10);" "
470 PRINT TAB(8,20);"1";TAB(8
,21);"2";TAB(8,22);"3"
480 P=(RND(3))-1
490 T=0:PRINT TAB(11,20+P);Q*W
500 REPEAT:Z=(RND(3))-1:M=(RND
(3))-1:UNTIL Z<>M AND M<>P AND Z
<>P

```

```

510 REPEAT:AG=RND(100):SW=RND(
100):UNTIL AG<>Q*W AND SW<>Q*W
520 PRINT TAB(11,20+Z);AG
530 PRINT TAB(11,20+M);SW
540 L$=INKEY*(200)
550 IF L$="1" AND P=0 OR L$="2
" AND P=1 OR L$="3" AND P=2 THEN
SOUND 1,-15,150,1:SC=SC+1:ELSE
SOUND 0,-15,50,4
560 CLS
570 PRINT TAB(1,29);"Score=";S
C
580 Q=RND(9):W=RND(9)
590 ENDPROC
600 DEF PROCagain
610 SOUND 1,-15,30,5:SOUND 1,-
15,50,5:SOUND 1,-15,20,10:SOUND
1,-15,50,5
620 IF SC=20 THEN COLOUR 10:PR
INT TAB(2,2);"CONGRATULATIONS"!P
RINT TAB(3,4);"20 OUT OF 20!"
630 COLOUR 3
640 PRINT TAB(0,14);"PRESS THE
SPACE BAR"
650 PRINT TAB(2,16);"TO HAVE A
NOTHER"
660 PRINT TAB(3,18);"CRACK AT
'EM'"
670 IF SC>HIGH% THEN HIGH%=SC:
COLOUR 10
680 PRINT TAB(3,21);"High scor
e=";HIGH%
690 REPEAT UNTIL GET=32
700 CLS
710 ENDPROC
720 DEF PROCspeed
730 PRINT TAB(5,10);"Enter spe
ed (1 FAST to 3 SLOW)"
740 REPEAT:G=GET:UNTIL G<52 AN
D G>48
750 LET SPEED=G-49
760 ENDPROC

```



# DOODLER

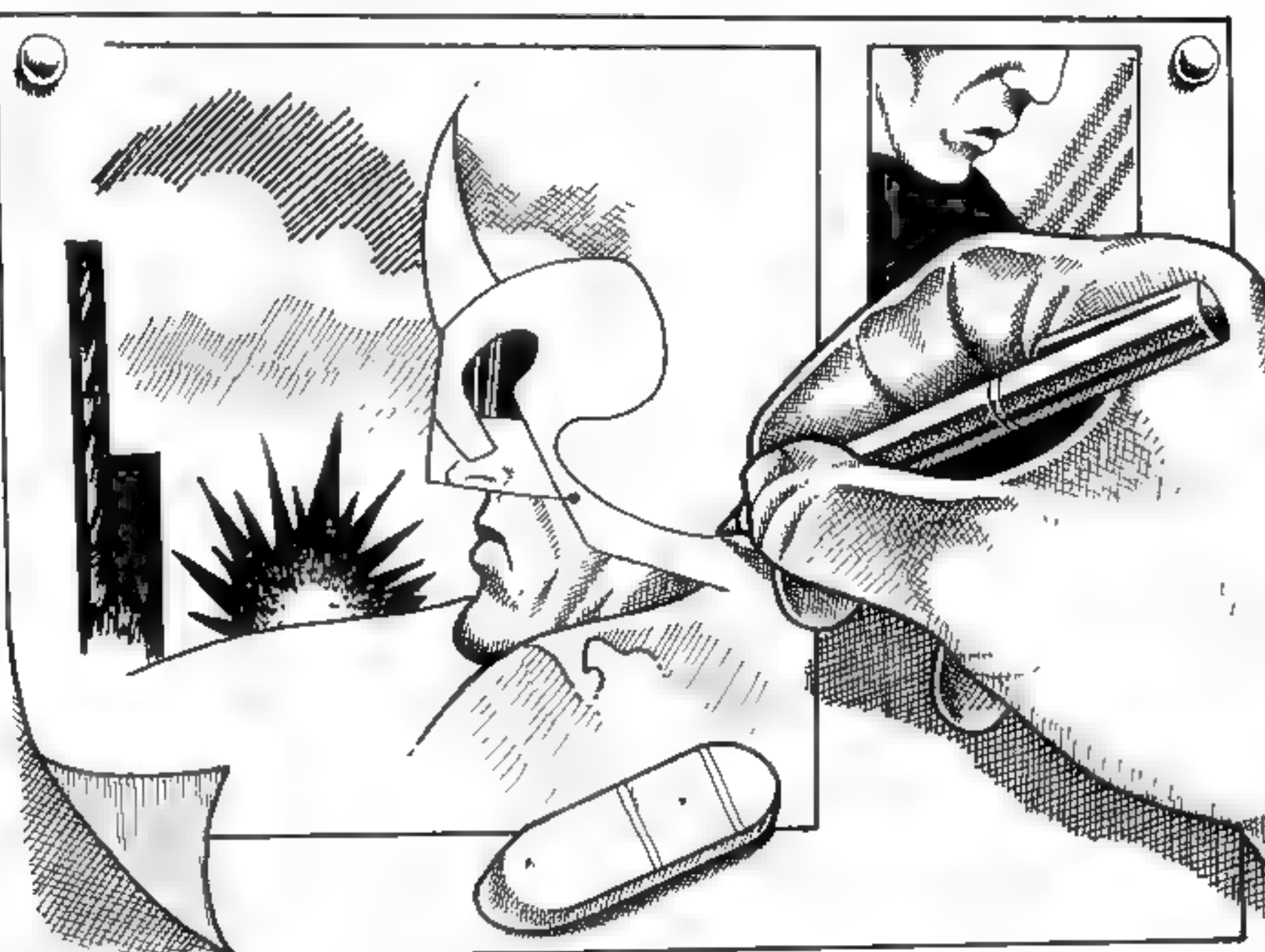
**T**HE SCREEN becomes a sketching pad in **Doodler**, a drawing program for the BBC B written by Stephen Flood of Thornton Cleveleys, Lancashire.

You can use the up and down cursor keys to choose the width of your nib and pressing RETURN allows you to toggle through the colours. Move your nib by keying Z, X, \* and ?.

```

10 REM *****
*
20 REM ** DOODLER (artwork) *
*
30 REM ** by S.T.Flood *
*
40 REM *****
*
50 MODE7
60 PROCsetup:PROCinstruct
70 MODE2
80 REPEAT
90 PROCscreen:PROCdraw
100 UNTIL end=TRUE
110 MODE7:END
120
130 DEFPROCsetup
140 VDU23;8202;0;0;0;
150 VDU23,224,136,216,112,32,3
2,112,216,136
160 VDU23,225,136,136,216,112,
32,32,32,32
170 VDU23,226,238,170,138,138,
138,138,170,238
180 VDU23,227,14,10,10,234,10,
10,10,14
190 VDU23,228,246,149,149,245,
165,181,149,150
200 VDU23,229,142,138,138,138,
138,138,138,238
210 VDU23,230,175,169,169,175,
170,171,169,233
220 VDU23,231,146,146,210,242,
242,178,146,146
230 VDU23,232,224,144,144,224,
144,144,144,224
240 VDU23,233,242,130,130,242,
18,18,18,242
250 VDU23,234,247,20,36,38,68,
68,132,247
260 VDU23,255,255,255,255,255,
255,255,255,255
270 ENDPROC
280
290 DEFPROCscreen
300 X%=0:Y%=0:N%=20:C%=1
310 VDU12,23,8202;0;0;0;
320 GCOL0,1:MOVE 340,1004
330 DRAW 340,96:DRAW 1260,96
340 DRAW 1260,1004:DRAW 340,10
04
350 VDU24,350,100,1250,1000,29
,800,550;
360 VDU31,0,2,17,7,224,226,227
,228,31,0,4:PRINT;X%
370 VDU31,0,6,225,226,227,228,
31,0,8:PRINT;Y%
380 VDU31,0,11,226,229,230,17,
1,31,0,13,255,31,2,13:PRINT;C%
390 VDU31,0,16,17,7,231,232,23
3,234,31,0,18:PRINT;N%
400 ENDPROC
410
420 DEFPROCdraw
430 end=FALSE
440 REPEAT

```



```

450 COLOUR7
460 IF INKEY(-98) X%=X%-4:IF X
%>-450 PRINTTAB(0,4);X%:" "
470 IF INKEY(-67) X%=X%+4:IF X
%<450 PRINTTAB(0,4);X%:" "
480 IF INKEY(-73) Y%=Y%+4:IF Y
%<450 PRINTTAB(0,8);Y%:" "
490 IF INKEY(-105) Y%=Y%-4:IF
Y%>-450 PRINTTAB(0,8);Y%:" "
500 IF INKEY(-58) N%=N%+1:PRINT
TAB(0,18);N%:" ";IF N%>100 N%=1
00
510 IF INKEY(-42) N%=N%-1:COLOUR
7:PRINTTAB(0,18);N%:" ";IF N%<
0 N%=0
520 IF INKEY(-74) PROCcol
530 IF INKEY(-87) end=TRUE
540 IF X%<450 X%=-450
550 IF X%>450 X%=450
560 IF Y%<-450 Y%=-450
570 IF Y%>450 Y%=450
580 IF N%>0 PROCline
590 *FX15,1
600 UNTIL INKEY(-97) OR end=TRUE
UE
610 VDU26
620 ENDPROC
630
640 DEFPROCcol
650 C%=C%+1
660 IF C%>15 C%=0
670 VDU31,0,13,17,C%,255,31,2,
13:PRINT;C%
680 IF C%=0 VDU31,2,13,17,7:PR
INT;C%:" "
690 GCOL0,C%

```

```

700 FOR DE=1 TO 400:NEXT
710 ENDPROC
720
730 DEFPROCline
740 MOVE X%-N%,Y%:DRAW X%+N%,Y
%
750 MOVE X%,Y%+N%:DRAW X%,Y%-N
%
760 ENDPROC
770
780 DEFPROCinstruct
790 FOR A=1 TO 2
800 PRINTTAB(12,A);CHR#141;CHR
#130;"DOODLER";:NEXT
810 PRINT CHR#132;" DOODLER";
CHR#135;"is a drawing program wr
itten for the BBC Model B"
820 PRINT "The program uses Mo
de 2 when drawing allowing al
l 16 colours to be used. To"
830 PRINT"move the nib use the
'Z','X','*' and '?' keys.To
toggle the ink colour press"
840 PRINT"<RETURN>. To increas
e or decrease the size of the
nib use the up and down"
850 PRINT"cursor keys. If you
wish to start again press the <T
AB> key."
860 PRINT" Finally,when you w
ant to leave the program pre
ss 'L'."
870 PRINTTAB(8,23);CHR#129;CHR
#136;"PRESS <SPACE BAR>..."
880 REPEAT:K=GET:UNTILK=32
890 ENDPROC

```



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**BLAGGER** Brand new 20 SCREEN fully animated graphic game. It's quite a bit like M\*N\*C M\*N\*R, actually. Beautiful graphics, the screen is alive with movement as you try to collect keys to the safes. Each of the 20 screens is a different puzzle with a different solution. Will your burglar make it? You'll certainly make him try for weeks. NO STIX. (Alligata) £7.95

**PETTIGREW'S DIARY** Intriguing new 3-part graphic + text adventure. Each chapter loads separately and you must finish each to reach the next! Can you unravel the secrets of the diary in the **Burning Farmhouse** (what must you rescue? How?) in **London Frolics** (realtime text adventure; collect information, not objects) and in **European Trek** (8 separate challenges!). The most challenging adventure we've met recently - and varied enough to keep you interested. NO STIX. (Shards) £7.95

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**FORTRESS** Too new for reviews, this 'ZAXXON' type game works beautifully on your Beeb. As Pace says, 'the Fortress awaits you'. It is a classic computer game, in a smashing 3D graphic form. All the features you would expect, plus a Hall of Fame. Fast and furious. STIX OK. (Pace) £8.95

**POOL** A very realistic simulation in this game for two players. (With very good Scott Joplin music, too!) You can play solo to perfect your technique. Excellent and smooth hi-res colour graphics make the full-screen table a pleasure to play on. You control the cue angle and strength of shot and can get it down to a fine art. Choose the frames to play, too. Great display, very satisfying program. NO STIX. (Dynabyte) £7.95

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**PINBALL ARCADE** As professional a piece of software as you are likely to find, the graphics are exceptionally good' (C&V Games). **DESIGN YOUR OWN PINBALL TABLES!** One example is included, but the fun is designing, playing and saving your own. You can add or take away or move 38 different features - springs, wires, flashing lights, bumpers. Alter the scores, their bounce. Alter the flippers, even tilt the table. Change just about everything, quickly and easily. Then play with the results. Be your own Pinball Wizard. NO STIX. (Kansaa) £9.90

**BIRDIE BARRAGE** 'Very little to fault - well presented, and as accurate as you're going to get' (PersCompNews). The best golf game we've seen for the Beeb. Acorn Park Golf Course has 18 holes, 72 par. You have a full bag of clubs and full screen graphics to play with. Set direction and power of each shot very accurately - and watch your ball in flight. Special detailed display when you reach the green. Wind strength, direction, changes between holes. NO STIX. (Computasolve) £7.95

**TWIN KINGDOM VALLEY** Sure to become a classic, an involved and difficult adventure, the excellent graphics add to the enjoyment (MicroAdventurer). Not only a great adventure, but all 175 locations are drawn in hi-res graphics - and some of the beautiful drawings contain clues. 36 commands: realtime adventure with 6 control options. Rapidly becoming OUR BEST-SELLER! NO STIX. (Bug-Byte) £9.50

**CYLON ATTACK** 'Stands head and shoulders above the rest' Acorn User; 'Excellent' the standard by which other games will be judged' (Micro User). A superb program with excellent graphics. (CompChoice) You will really believe you are launching from and docking with a mother ship: you will see and feel you are refueling; you will know exactly when you can kill the enemy. UNIQUE 50-PLACE HI-SCORE TABLE CAN BE SAVED. Great. And 3D, of course. STIX OK. (A & F) £7.90

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**O**UR HERO Dennis is trying to gather the eggs which are scattered about the farmyard. If he does not collect enough in the required time, he will lose his job and, to make matters worse, he leaves behind him a deadly trail of weedkiller which he cannot cross.

Move Dennis by using Z to go left, X to go right, \* to go up and ? to go down. The SPACE bar allows you to jump out of the weedkiller trap, but you can do that only once a day. Beware of the guard dogs which can make you lose a life — you have three lives initially

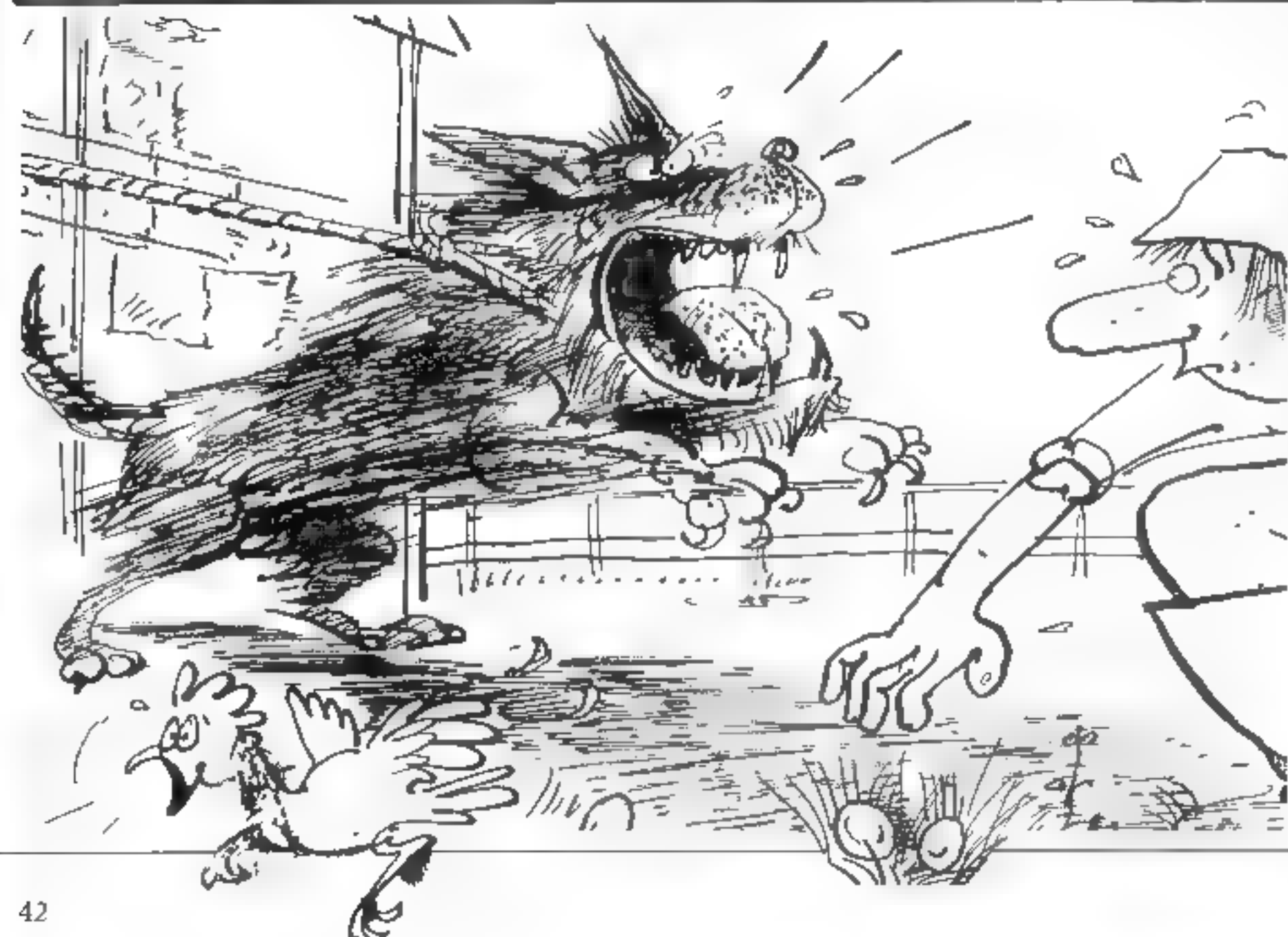
**On the Farm** was written for the BBC B by Stephen Flood of Thornton Cleveleys, Lancashire.

# on the FARM

```
10 REM *****
**
20 REM ** DENNIS ON THE FARM
**
30 REM ** by S.T.Flood
**
40 REM *****
**
50 ONEERROR IF ERR=17 RUN ELSE
PRINT "REPORT:PRINT" at line
";ERR:END
60 MODE7
70 PROCinit:PROCinstruct
80 REPEAT: PROCvar:MODE2
90 PROCsetup:PROCplay
100 MODE7:PROCendgame
110 UNTIL FALSE
120
130
140 DEFPROCinit
150 HIX=0:EX=0
160 VDU23,224,60,126,66,126,90
,102,126,60
170 VDU23,225,0,0,0,0,36,24,0,
0
180 VDU23,227,0,0,40,0,0,0,0,0
190 VDU23,228,0,0,20,0,0,0,0,0
200 VDU23,229,60,86,255,181,23
7,191,106,60
210 VDU23,230,0,40,0,74,18,64,
20,0
```

```
220 VDU23,233,1,97,187,242,30,
51,37,0
230 VDU23,234,34,0,68,13,33,0,
0,33
240 VDU23,255,255,255,255,255,
255,255,255,255
250 ENVELOPE 1,2,3,-6,3,1,1,1,
127,0,0,-127,126,126
260 ENVELOPE 2,4,-8,4,-12,1,1,
1,127,0,0,-127,126,126
270 ENDPROC
280
290
300 DEFPROCsetup
310 VDU12,23;8202;0;0;0;4,19,1
,0;0;19,2,0;0;19,3,0;0;19,7,0;0;
320 COLOUR1:COLOUR135
330 PRINTTAB(0,0);" DENNIS ON
THE FARM ";
340 COLOUR7:COLOUR128
350 PRINTTAB(0,2);"DAY ";D%;T
AB(9,2);"LIVES ";M%;TAB(0,3);"EG
GS ";EG% EX%;
360 PRINTTAB(9,3);"HI ";HI
%;TAB(0,4);"TIME ";T%;TAB(9,4);"
MONEY ";S%;
370 GCOLOR,2:MOVE0,0:MOVE0,832:
PLOT85,1279,0:PLOT85,1279,832
380 VDU20,5:X%=640:Y%=832:
390 PROCdennis(X%,Y%)
400 FOR C=1 TO DOG%:PROCdog(RN
```

```
D(18/*64,832 (RND(24)*32)):NEXT
410 ENDPROC
420
430
440 DEFPROCplay
450 REPEAT:EX=0:J=FALSE
460 REPEAT:IF L=TRUE PROCsetup
470 REPEAT:EX%=RND(18)*64:EY%=
832-(RND(24)*32):UNTIL POINT(EX%
,EY%)<>3
480 PROCegg(EX%,EY%):TIME=0
490 REPEAT:L=FALSE:B=FALSE
500 IFINKEY(-98) PROCleft
510 IFINKEY(-67) PROCright
520 IFINKEY(-73) PROCup
530 IFINKEY(-105) PROCdown
540 IF INKEY(99) PROCjump
550 IFINKEY(-56) PROCpause
560 PROCupdate
570 UNTIL (X%=EX% AND Y%=EY%)
OR L=TRUE OR B=TRUE
580 IF B=TRUE VDU4,31,15,2:PRI
NT;M% 1::VDJ5:PROCcloseman(3,"BIT
TEN BY A DOG")
590 UNTIL M%=0 OR EX%=EG%
600 IF EX%=EG% SOUND 1,2,150,10
610 EG%=EG%+1:T%=T% 1:D%=D%+1:
DOG%=DOG%+2:S%=S%+(20*D%):L=TRUE
620 UNTIL M%=0:ENDPROC
630
640
650 DEFPROCleft
660 IF POINT(X%-32,Y%)=3 ENDP
OC
670 IF POINT(X%-32,Y%-16)=1:B=
TRUE
680 SOUND 1,-15,180,1
690 VDU25,4,X%;Y%;18,0,3,255
700 X%=X%-64:IF X%<0 X%=1216
710 PROCdennis(X%,Y%):S%=S%+1:
ENDPROC
720
730
740 DEFPROCright
750 IF POINT(X%+96,Y%)=3 ENDP
OC
760 IF POINT(X%+96,Y%-16)=1:B=
TRUE
770 SOUND 1,-15,180,1
780 VDU25,4,X%;Y%;18,0,3,255
790 X%=X%+64:IF X%>1216 X%=0
800 PROCdennis(X%,Y%):S%=S%+1:
ENDPROC
810
820
830 DEFPROCup
840 IF POINT(X%,Y%+16)=3 EN
DPROC
850 IF POINT(X%,Y%+16)=1:B=
```







```

TRUE
860 SOUND 1, 15, 180, 1
870 VDU25, 4, X%; Y%; 18, 0, 3, 255
880 Y% = Y% + 32; IF Y% > 832 Y% = 32
890 PROCdennis(X%, Y%); S% = S% + 1;
ENDPROC
900
910
920 DEFPROCdown
930 IF POINT(X% + 32, Y% - 48) = 3 EN
DPROC
940 IF POINT(X% + 32, Y% - 48) = 1; B =
TRUE
950 SOUND 1, -15, 180, 1
960 IF POINT(X% + 32, Y% - 48) = 1; b1
t = TRUE
970 VDU25, 4, X%; Y%; 18, 0, 3, 255
980 Y% = Y% - 32; IF Y% < 32 Y% = 832
990 PROCdennis(X%, Y%); S% = S% + 1;
ENDPROC
1000
1010
1020 DEFPROCvar
1030 VDU23; 8202; 0; 0; 0; 0; L = FALSE;
M% = 3
1040 S% = 0; D% = 1; T% = 15; EG% = 5; DOG%
= 10
1050 ENDPROC
1060
1070
1080 DEFPROCjump
1090 IF J = TRUE ENDPROC
1100 VDU25, 4, X%; Y%; 18, 0, 3, 255
1110 REPEAT: X% = (RND(18) * 64); Y% =
832 - (RND(24) * 32); UNTIL POINT(X%,
Y%) < 3
1120 PROCdennis(X%, Y%); J = TRUE; E
NDPROC
1130
1140 DEFPROCendgame
1150 *FX15, 1
1160 FOR C = 1 TO 2
1170 PRINTTAB(5, C); CHR$141; CHR$
129; "DENNIS ON THE FARM"; NEXT
1180 PRINTTAB(3, 4); CHR$133; "YOU
HAVE BEEN FIRED AFTER "; D%; " DA
YS, "; CHR$133; "HAVING EARNED ";
S%
1190 IF S% > H% THEN PRINTTAB(2
); CHR$131; "A NEW HISCORE!!" CONG
RATULATIONS!!"; H% = S%
1200 PRINTTAB(8); "PRESS SPACE
TO PLAY"
1210 REPEAT UNTIL GET = 32; ENDPROC
1220
1230
1240 DEFPROCpause
1250 *FX15, 1
1260 W = TIME; REPEAT: K% = GET%; UNTI
L K% = "R"; TIME = W
1270 ENDPROC
1280
1290
1300 DEFPROCupdate
1310 TL = INT(T% - (TIME / 100))
1320 VDU4, 31, 16, 4; PRINT; S%; VDU
31, 5, 4; PRINT; T%; "
1330 IF TL = 0; VDU71, 15, 2; PRINT; M
%; 1; PROCcloseman(4, "NO TIME LEFT
")
1340 IF X% = EX% AND Y% = EY% EX% = EX
+ 1; S% = S% + 10; SOUND 1, 1, 100, 10; VDU
31, 5, 3; PRINT; EG% - EX%; "
1350 VDU5; ENDPROC
1360
1370
1380 DEFPROCcloseman(P, M%)
1390 SOUND0, -15, 20, 10; L = TRUE; M%
= M% + 1
1400 VDU4, 31, P, 20; PRINT; M%;
1410 PROCdelay(5000); ENDPROC
1420
1430
1440 DEFPROCinstruct
1450 FOR C = 1 TO 2
1460 PRINTTAB(2, C); CHR$141; CHR$
129; "DENNIS ON THE FARM"; NEXT
1470 PRINT "Dennis has manage
d to find a job on a farm where
he must collect a required num
ber of eggs each day. He also ha
s to collect each egg in a requi
red time or else he will loose
a life. On loosing"
1480 PRINT "three lives he will
be fired. Dennis also loses
a life if he stops to stroke the
guard dogs protecting the eggs.
To make matters even more diffi
cult Dennis leaves a trail of we
ed killer as he"
1490 PRINT "moves, which he can
not pass over. If Dennis is tr
apped he has enough energy to j
ump to any place on the farm, bu
t this can only be done once a
day."
1500 PRINT "Keys..."
1510 PRINT "Z _ LEFT X
RIGHT"
1520 PRINT " * _ UP ? _
DOWN"
1530 PRINT " <SPACE> _ JUMP"
1540 PRINTTAB(8, 23); CHR$133; CHR
$136; "PRESS <SPACE BAR>"
1550 REPEAT UNTIL GET = 32; ENDPROC
1560
1570
1580 DEFPROCdelay(P)
1590 FOR Z = 1 TO P: NEXT
1600 ENDPROC
1610
1620
1630 DEFPROCdennis(A%, B%)
1640 VDU 25, 4, A%; B%; 18, 0, 7, 224,
8, 18, 0, 1, 225, 8, 18, 0, 8, 227, 8, 18, 0
, 15, 228
1650 ENDPROC
1660
1670
1680 DEFPROCegg(A%, B%)
1690 VDU 25, 4, A%; B%; 18, 0, 4, 229,
8, 18, 0, 6, 230
1700 ENDPROC
1710
1720
1730 DEFPROCdog(A%, B%)
1740 VDU 25, 4, A%; B%; 18, 0, 1, 233,
8, 18, 0, 7, 234
1750 ENDPROC

```



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# QUADRATICS

```

10 REM QUADRATICS
20 CLS
30 @% = 12
40PRINTTAB(0,3)"TO SOLVE"
50PRINT"QUADRATIC"
60PRINT"EQUATIONS"
70PRINT "OF THE TYPE:"
80PRINT "ax^2 + bx + c = 0
(a must not = zero)"
90PRINT"ENTER VALUE FOR a"

100 INPUTTAB(18,10)A
110PRINT "ENTER VALUE FOR b"

120INPUT TAB(18,12)B
130PRINT "ENTER VALUE FOR c"

140INPUT TAB(18,14)C
150S = B^2 - (4*A*C)
160 IF S<0 PROCnegsquare
170T = SQR(S)
180X = (-B-T)/(2*A)
190Y = (-B+T)/(2*A)
200PRINT"The solutions to 4 d
ecimal"
210PRINT"places are:-"
220 @% = &2040A
230PRINT X
240 PRINT "and"
250PRINT Y
260 PRINTTAB(25,20)"AGAIN? Y/
N"

```

**W**RITTEN with O level students in mind, **Quadratics** for the Electron solves quadratic equations and is particularly useful for checking homework. The program was written by Philip Robinson of Macclesfield, Cheshire

```

270 INPUTTAB(37,20)Q$
280 IF Q$ = "Y":GOTO 20

290 CLS
300 PRINTTAB(18,12)"END"
310 VDU 26
320 END
330 DEF PROCnegsquare
340 PRINT "Your equation has
imaginary roots."
350 PRINT "To try again hit sp
ace bar."
360 H$=GET$
370 IF H$=" "GOTO 20
380 ENDPROC

```

*let x equal the  
fine for non-payment  
of fares...*





# Join 'Em

# Up

**F**ANS of Connect Four, the rack and counters game, will welcome **Join 'em Up** for the BBC B by Ian Thomas of Didsbury, Manchester. The game is designed for two players, each of whom tries to be the first to position markers either vertically, horizontally or diagonally to produce an uninterrupted row of four. Use keys 1-7 to drop your markers into the labelled slots.

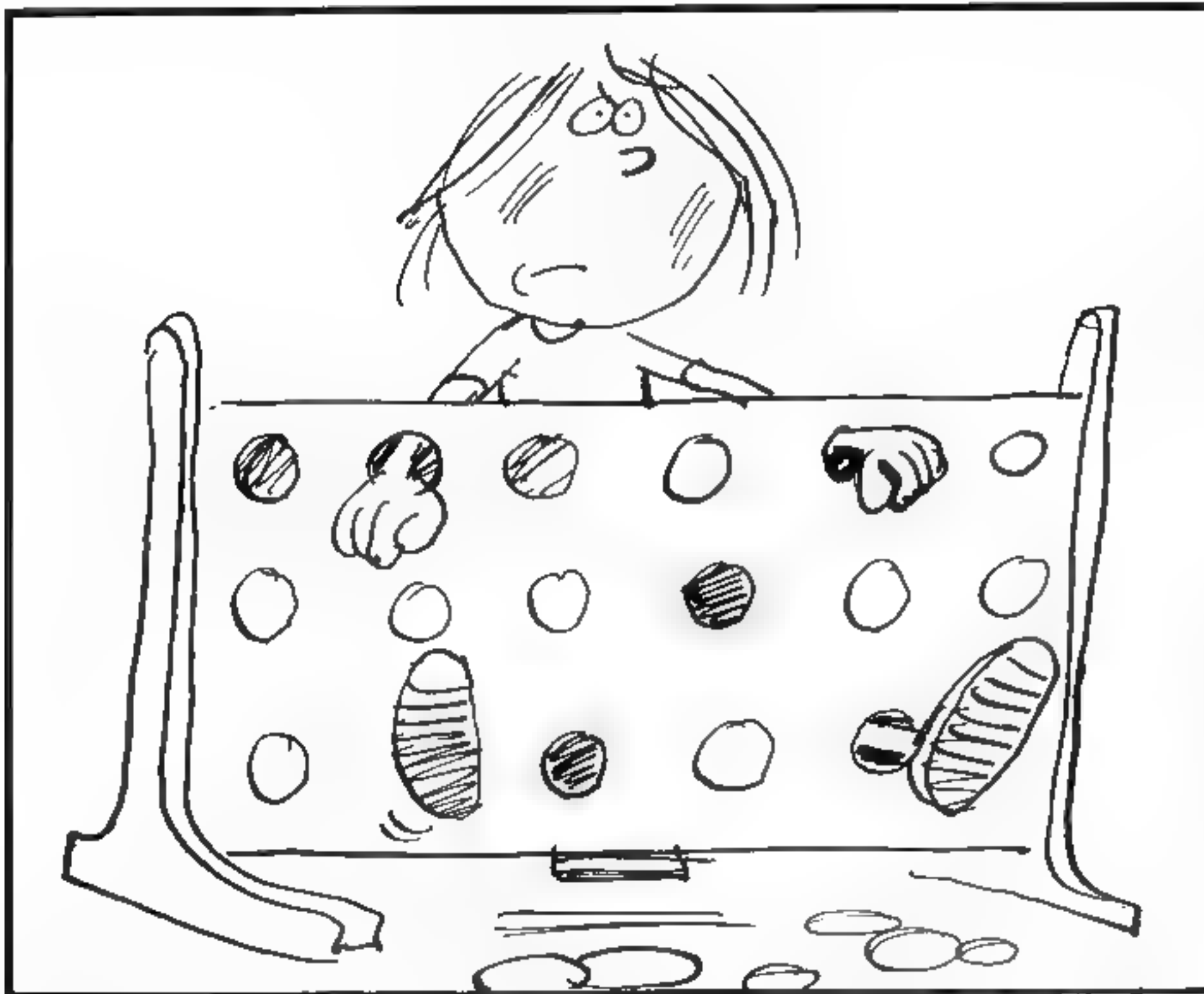
```

10 REM *** JOIN'EM UP ***
20 REM *** BY IAN THOMAS ***
30 REM *** 06/03/84 ***
40 *FX11,0
50 MODE7
60 PRINTTAB(5,5)CHR$(141)CHR$(133)'J O I N E M   U P '
70 PRINTTAB(5,6)CHR$(141)CHR$(131)'J O I N E M   U P '
80PRINT TAB(3,8)CHR$(134)"DO YOU KNOW HOW TO PLAY Y/N"
90 Q$=GET$
100 IF Q$="N" THEN PROCINSTRUCT
110 CLEAR
120 MODE4
130 VDU 19,0,4,0,0,0
140 VDU 19,3,3,0,0,0
150 PROCSCREEN
160 M=2:D=42:DIM Z(6,7),M$(2)
170 M$(1)="CROSSES":M$(2)="NOUGHTS"

```







```

180 TIME=0:REPEAT UNTIL TIME>5
O
190 M=M+1:IF M=3 THEN M=1
200 PRINTTAB(2,28)M$(M)" TO MO
VE "
210 *FX15,0
220 G$=GET$
230 IF G$="1" THEN G=1
240 IF G$="2" THEN G=2
250 IF G$="3" THEN G=3
260 IF G$="4" THEN G=4
270 IF G$="5" THEN G=5
280 IF G$="6" THEN G=6
290 IF G$="7" THEN G=7
300 IF G$="E" THEN PROCFIN
310 IF G$="9" THEN 110
320 IF G$="1" OR G$="2" OR G$="
"3" OR G$="4" OR G$="5" OR G$="6
" OR G$="7" THEN 360
330 PRINTTAB(0,29)"
"
340 SOUND 1,-15,100,3
350 PRINTTAB(0,29)" PLEASE RE
-ENTER":GOTO 220
360 PRINTTAB(0,29)"
"
370 PRINTTAB(0,30)"
"
380 X=1
390 IF X>6 THEN GOTO 630
400 IF Z(X,G)=0 THEN Z(X,G)=M:
PROCENTER:PROCHECK:GOTO 190
410 X=X+1:GOTO 390
420 DEF PROCSCREEN
430 VDU 23,240,255,255,255,255
,255,255,255,255
440 FOR Y=5 TO 25 STEP 4
450 FOR X=5 TO 33
460 PRINT TAB(X,Y)CHR$(240):NE
XT:NEXT
470 FOR X=5 TO 34 STEP4
480 FOR Y=2 TO 25
490 PRINT TAB(X,Y)CHR$(240):NE
XT:NEXT
500 FOR X=2 TO 27 STEP 4
510 READ A$
520 PRINTTAB(X+5,26)A$
530 NEXT
540 DATA 1,2,3,4,5,6,7
550 ENDPROC
560 DEF PROCENTER
570 SOUND 1,-10,30,2
580 VDU 23,240,195,231,126,60,
60,126,231,195
590 VDU 23,241,60,126,255,255,
255,255,126,60

```

```

600 PRINTTAB(4*G+3,27-4*X)CHR$
(239+M)
610 IF Z(6,1)<>0 AND Z(6,2)<>0
AND Z(6,3)<>0 AND Z(6,4)<>0 AND
Z(6,5)<>0 AND Z(6,6)<>0 AND Z(6
,7)<>0 THEN PROCDRAW
620 ENDPROC
630 SOUND 1,-15,-1,10:PRINT TA
B(2,29)"SORRY THIS LINE IS FULL ,
TRY ANOTHER "
640 TIME=0:REPEAT UNTIL TIME>4
O:GOTO 210
650 DEF PROCINSTRUCT
660 CLS
670 PRINTTAB(5,5)CHR$(141)CHR$
(131)"J O I N E M ' U P '"
680 PRINTTAB(5,6)CHR$(141)CHR$
(133)"J O I N E M ' U P '"
690 PRINTTAB(9,8)CHR$(131)"USE
KEYS 1 TO 7"
700 PRINTTAB(10,9)CHR$(131)"TO
INSERT MARKS"
710 PRINTTAB(8,10)CHR$(131)"IN
TO LABELED SLOTS"
720 PRINTTAB(1,12)CHR$(129)"TH
IS IS DESIGNED FOR TWO PLAYERS &
"
730 PRINTTAB(1,13)CHR$(129)"TH
E IDEA OF THE GAME IS TO POSITIO
N"
740 PRINTTAB(1,14)CHR$(129)"YO
UR MARKERS DIAGONALLY , HORIZONT
ALLY"
750 PRINTTAB(1,15)CHR$(129)"OR
VERTICALLY , SO AS TO PRODUCE A
N"
760 PRINTTAB(1,16)CHR$(129)"UN
INTERRUPTED LINE CONTAINING FOUR
OF"
770 PRINTTAB(8,17)CHR$(129)"TH
E SAME MARKERS"
780 PRINTTAB(7,19)CHR$(134)"9
WILL RE-START THE GAME"
790 PRINTTAB(7,20)CHR$(134)"E
WILL END IT"
800 PRINTTAB(5,21)CHR$(137)"PR
ESS SPACE BAR TO START NOW"
810 G$=GET$
820 IF G$=" " THEN 110ELSE 810
830 ENDPROC
840 DEF PROCHECK
850 X=1:Y=1
860 IF Z(X,Y)=M THEN W=W+1 ELS
E W=0
870 IF W=4 THEN PROCWIN
880 Y=Y+1

```

```

890 IF Y>7 THEN Y=1:X=X+1:W=0
900 IF X<=6 THEN 860
910 X=1:Y=1:W=0
920 IF Z(X,Y)=M THEN W=W+1 ELS
E W=0
930 IF W=4 THEN PROCWIN
940 X=X+1
950 IF X>6 THEN X=1:Y=Y+1:W=0
960 IF Y<=7 THEN 920
970 X=3:Y=1:X2=3
980 IF Z(X,Y)=M THEN W=W+1 ELS
E W=0
990 IF W=4 THEN PROCWIN
1000 X=X+1:Y=Y+1
1010 IF X<=6 THEN 980
1020 X=X2-1:X2=X2-1:Y=1
1030 IF X2>2 THEN W=0:GOTO980
1040 X=1:Y=1:Y2=1:W=0
1050 IF Z(X,Y)=M THEN W=W+1 ELS
E W=0
1060 IF W=4 THEN PROCWIN
1070 X=X+1:Y=Y+1
1080 IF Y<=6 THEN 1050
1090 X=1:Y=Y2+1:Y2=Y2+1
1100 IF Y2<=4 THEN W=0:GOTO1050
1110 X=1:Y=2:Y2=2:W=0
1120 IF Z(X,Y)=M THEN W=W+1 ELS
E W=0
1130 IF W=4 THEN PROCWIN
1140 X=X+1:Y=Y+1
1150 IF Y<=7 THEN 1120 ELSE W=0
1160 Y=Y2+1:Y2=Y2+1:X=1
1170 IF Y2<=5 THEN 1120
1180 X=4:Y=1:X2=4:W=0
1190 IF Z(X,Y)=M THEN W=W+1 ELS
E W=0
1200 IF W=4 THEN PROCWIN
1210 X=X-1:Y=Y+1
1220 IF X>=0 THEN 1190
1230 X=X2+1:X2=X2+1:Y=1
1240 IF X2<=6 THEN 1190
1250 X=6:Y=2:Y2=2:W=0
1260 IF Z(X,Y)=M THEN W=W+1 ELSE
W=0
1270 IF W=4 THEN PROCWIN
1280 X=X-1:Y=Y+1
1290 IF Y<=8 THEN 1260
1300 X=6:Y=Y2+1:Y2=Y2+1:W=0
1310 IF Y2<=5 THEN 1260
1320 ENDPROC
1330 DEF PROCWIN
1340 FOR Q=0 TO 255 STEP 4
1350 SOUND 1,-10,Q,1:NEXT
1360 CLS
1370 PRINTTAB(10,5)"CONGRATULAT
IONS"
1380 PRINTTAB(14,7)M$(M)
1390 PRINTTAB(14,9)"YOU WIN"
1400 PRINT "AGAIN Y/N ?"
1410 *FX 15,0
1420 G$=GET$
1430 IF G$="Y" THEN 110
1440 *FX12,0
1450 END
1460 DEF PROCDRAW
1470 FOR X=0 TO -100 STEP -2
1480 SOUND 1,-15,X,1:NEXT
1490 TIME=0:REPEAT UNTIL TIME>5
O
1500 CLS
1510 PRINTTAB(5,10)"INCREDIBLE"
1520 PRINTTAB(7,13)"A DRAW '"
1530 GOTO 1400
1540 DEF PROCFIN
1550 *FX 12,0
1560 PRINT"FINISHED '"
1570 END

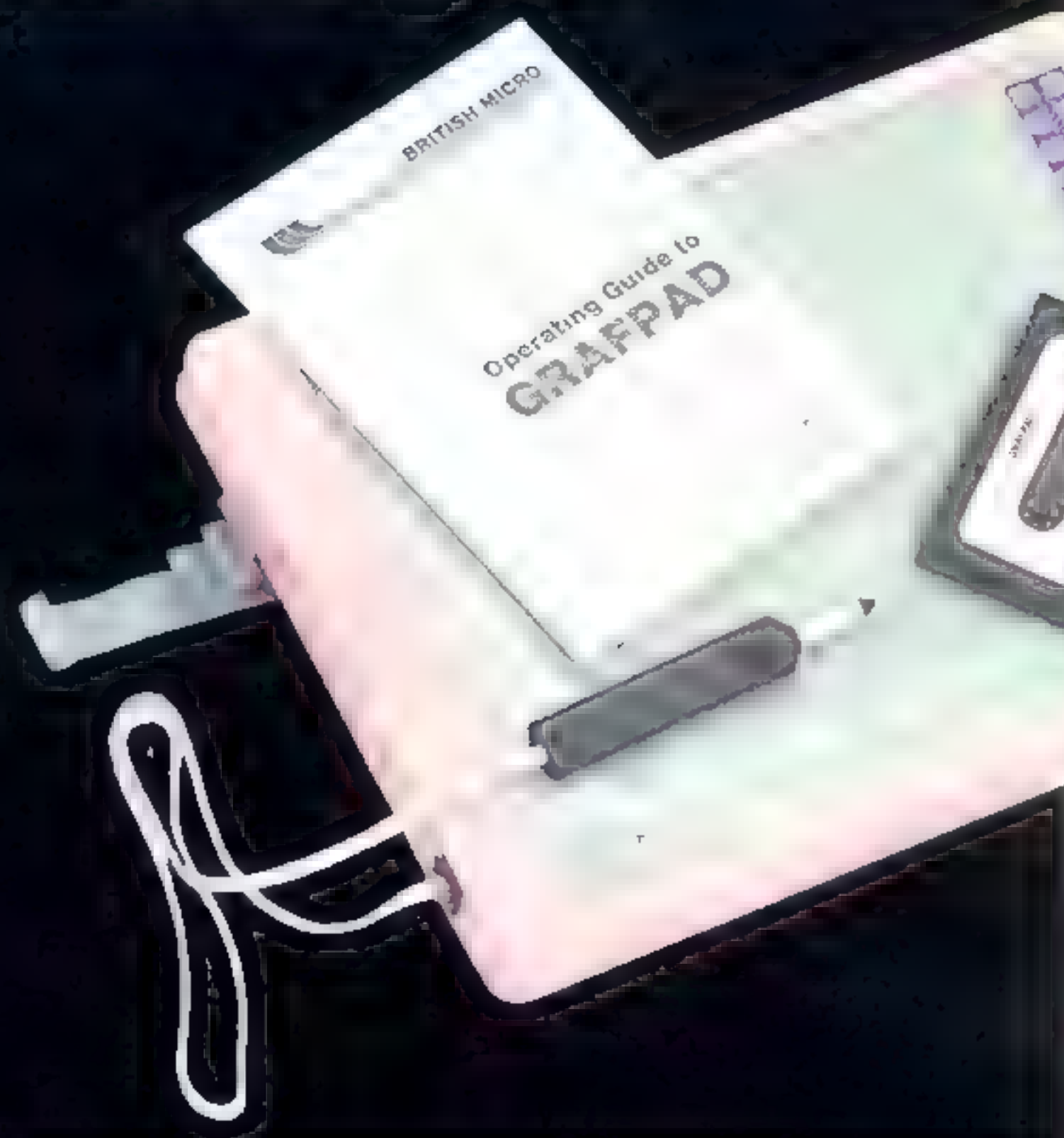
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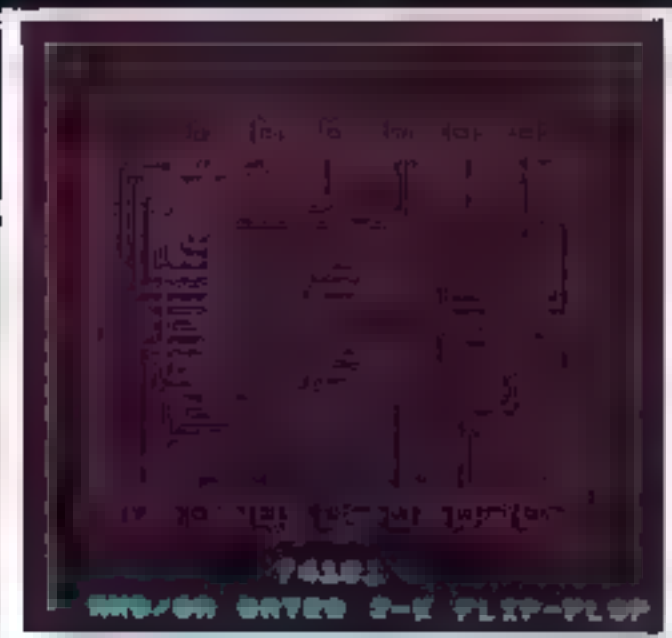
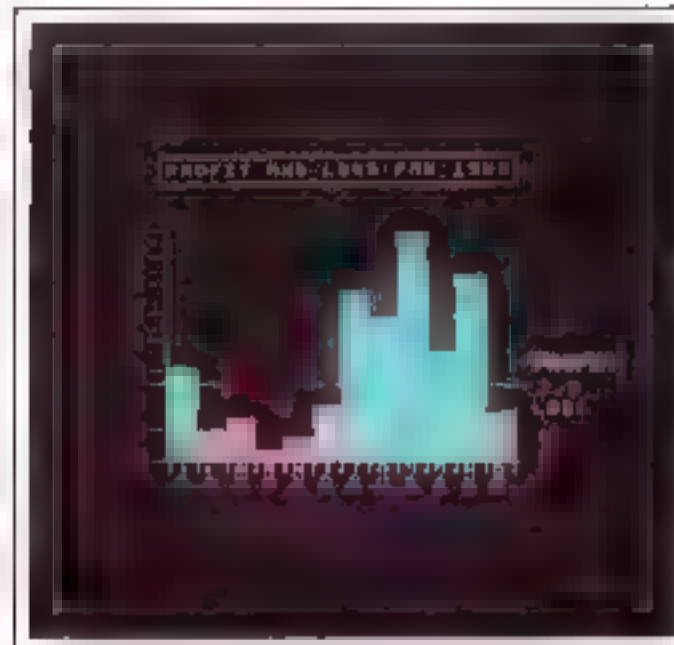
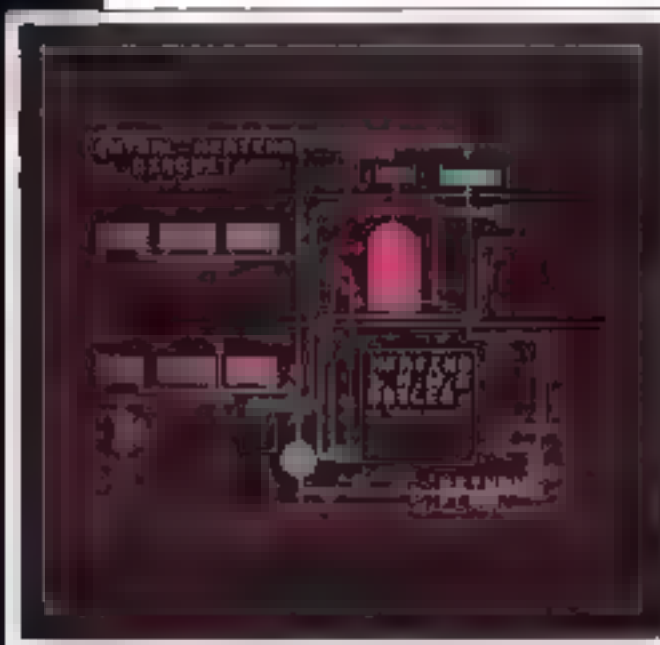
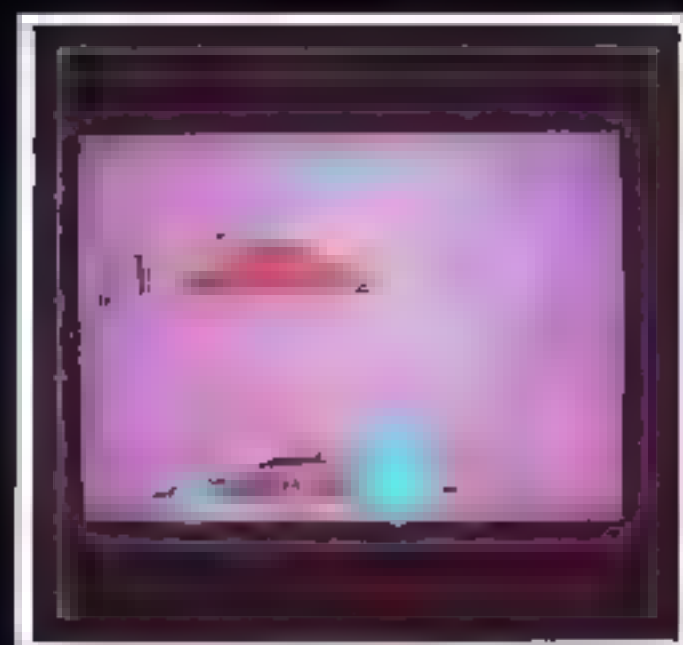
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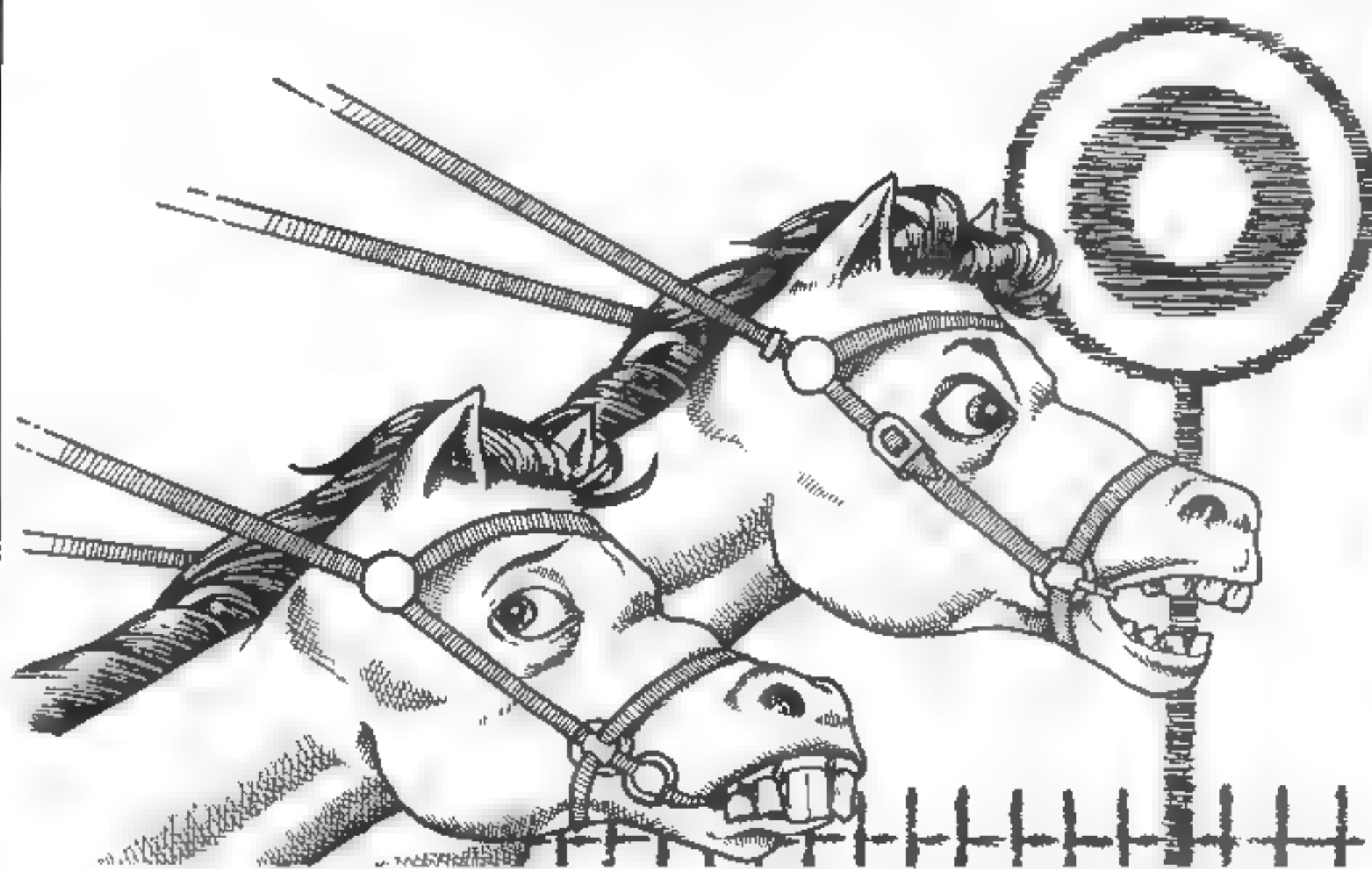
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# HORSE RACE

**S**TARTING WITH £1,000, you are aiming to break the book-makers in this betting game written for the Electron by Philip Yau of Aberdeen. Five horses are entered in the race and you choose your fancy; then sit back and see which is first past the post.

```

10 REM ***** HORSES *****
11 REM * By Philip Yau *
12 REM * For the Electron *
13 REM *****
14:
20 PROCdefine
30 MONEY%=1000:X=END.TIME
40 MODE6:PRINT:PRINT:SPC15" H
ORSES"
50 PRINT:PRINT" YOU HAVE 10
0 TO BET ON A CHOICE OF 5 HOR
SES"
60 PRINT:PRINT" YOUR MISSION
IS TO BREAK THE BOOKIES WHIC
H HAS ONLY 30,000"
70 FOR Y%=100: SOUND1, 10,R
ND(5)+80,1:NEXT
80:
90 AX=1:BX=1:CX=1:DX=1:EX=1:M
ODE6
95 CLS
100 IF MONEY%<=0 THEN PROCend
110 IF MONEY%=30.00 THEN PROC
win
120 PROCbet
130 MODE5
140 PROCmove
145:
150 AAX=RND(900):BBX=RND(1000)
:CCX=RND(1000):DDX=RND(1000):EE%
=RND(1100)
160 IF AX=14 OR BX=14 OR CX=14
OR DX=14 OR EX=14 THEN 90
170 IF AAX<50 THEN PROCPY
180 IF BBX<50 THEN PROCPX
190 IF CCX<50 THEN PROCPZ
200 IF DDX<50 THEN PROCPJ
210 IF EE%<50 THEN PROCPJ
220 GOTO150
230:
240 DEFPROCdefine
250 VDU23,225,0,0,0,15,31,47,1
94,12
260 VDU23,226,0,8,4,234,254,24
2,16,96
270 VDU23,230,24,60,90,255,219
,60,24,24
280 ENDPROC
290:
300 DEFPROCPY:AX=AX+1:PROCmove
:ENDPROC
310 DEFPROCPX:BX=BX+1:PROCmove
:ENDPROC
320 DEFPROCPZ:CX=CX+1:PROCmove
:ENDPROC
330 DEFPROCPJ:DX=DX+1:PROCmove
:ENDPROC
340 DEFPROCPJ:EX=EX+1:PROCmove
:ENDPROC
350 END
360:
370 DEFPROCmove
380 VDU23,820,0,0,0,0:

```

```

390 FOR I%=10: STEP 10: SOUND1,
12,106+I%,1:NEXT
400 PRINTTAB(0,10):1:1TAB(,13)
:2:1TAB(0,16):3:1TAB(0,19):4:1TAB(
,22):5
410 COLOUR0:COLOUR128:PRINTTAB
(AZ,10): "CHR$125+CHR$126:PRIN
TTAB(BX,15): "CHR$125+CHR$12
6:PRINTTAB(CX,16): "CHR$125+CH
R$126:PRINTTAB(DX,19): "CHR$
125+CHR$126:PRINTTAB(EX,22): "
CHR$225+CHR$226
420 FOR IZ=9:STEP 1:PRINTTAB(17,I
Z):":NEXT
430 COLOUR1:COLOUR128:FOR IZ=1
TO18 STEP 3:PRINTTAB(IZ,26)CHR$2
30:NEXT
440 IF AX=1 AND BX=1 AND CX=1
AND DX=1 AND EX=1 PROCdelay
450 IF AX=14 OR BX=14 OR CX=14
OR DX=14 OR EX=14 THEN PROCwin
er
460 ENDPROC
470:
480 DEFPROCwiner
500 PRINTTAB(4,28)"THE WINNER"
"
510 FOR GZ=10:STEP 10: SOUND1, 15
,GZ,1:NEXT
520 IF AX=14 THEN PRINTTAB(4,3
0)"IS DEFENDER"
530 IF BX=14 THEN PRINTTAB(4,3
0)"IS RED RUM"
540 IF CX=14 THEN PRINTTAB(4,3
0)"IS SPEEDY"
550 IF DX=14 THEN PRINTTAB(4,3
0)"IS FERNANDO"
560 IF EX=14 THEN PRINTTAB(4,3
0)"IS CHAMP"
570 NOW=TIME:REPEAT UNTIL TIME
NOW+300
580 PROCresult
590 ENDPROC
600:
610 DEFPROCbet
620 PRINT:PRINT:
630 PRINT 1 2
3
640 PRINT DEFENDER BET RUM
SPEEDY"
650 PRINT 5 1 5 1
4-1"
660 PRINT
670 PRINT 4 5"
680 PRINT FERNANDO CHAMP"
690 PRINT 1 2
700 PRINT:PRINT
710 PRINT YOU HAVE MONEY%
720 PRINTTAB(1,14)"HOW MUCH DO
YOU BET?":INPUT BET
730 IF BET<MONEY% THEN 720
740 SOUND 1, -15,150,1
750 REPEAT

```

```

760 PRINTTAB(1,16)"WHICH HORSE
DO YOU BET ON?"
770 PRINTTAB(1,19)"D DEFENDER
R RED RUM S SPEEDY"
780 PRINTTAB(1,21)"F FERNANDO
C CHAMP"
790 A$=GET$
800 UNTIL A$="D" OR A$="S" OR
A$="R" OR A$="F" OR A$="C"
810 SOUND 1, 15,150,1
820 ENDPROC
830:
840 DEFPROCresult
850 IF AX=14 AND A$="D" THEN M
ONEY%=BET*5+BET+MONEY%
860 IF BX=14 AND A$="R" THEN M
ONEY%=BET*2.5+BET+MONEY%
870 IF CX=14 AND A$="S" THEN M
ONEY%=BET*4+BET+MONEY%
880 IF DX=14 AND A$="F" THEN M
ONEY%=BET*3+BET+MONEY%
890 IF EX=14 AND A$="C" THEN M
ONEY%=BET*3.5+BET+MONEY%
900 MONEY%=MONEY%+BET
910 PROCdelay
920 ENDPROC
930:
940 DEFPROCend
950 CLG:PRINTTAB 7,12,"GAME OV
ER"
960 REPEAT
970 PRINTTAB(7,15)"Do you want
another game?":
980 A$=GET$
990 UNTIL A$="Y" OR A$="N"
1000 IF A$="Y" THEN RUN
1010 IF A$="N" THEN END
1020 ENDPROC
1030:
1040 DEFPROCwin
1050 CLG:PRINTTAB(7,8)"you have
broken the bookies!"
1060 FOR SS=20:STEP 5: SOUND1
, 15,SS,1:NEXT:FOR M=1:STEP 5
: SOUND1, -14,M+20,1:NEXT
1070 PROCend
1080 ENDPROC
1090:
1100 DEFPROCdelay
1105 COLOUR1:COLOUR128
1110 PRINTTAB(0,4)"THE GRAND NA
TIONAL"
1120 NOW=TIME:REPEAT UNTIL TIME
NOW+200
1130 ENDPROC
1140:

```



# FACEMAKER

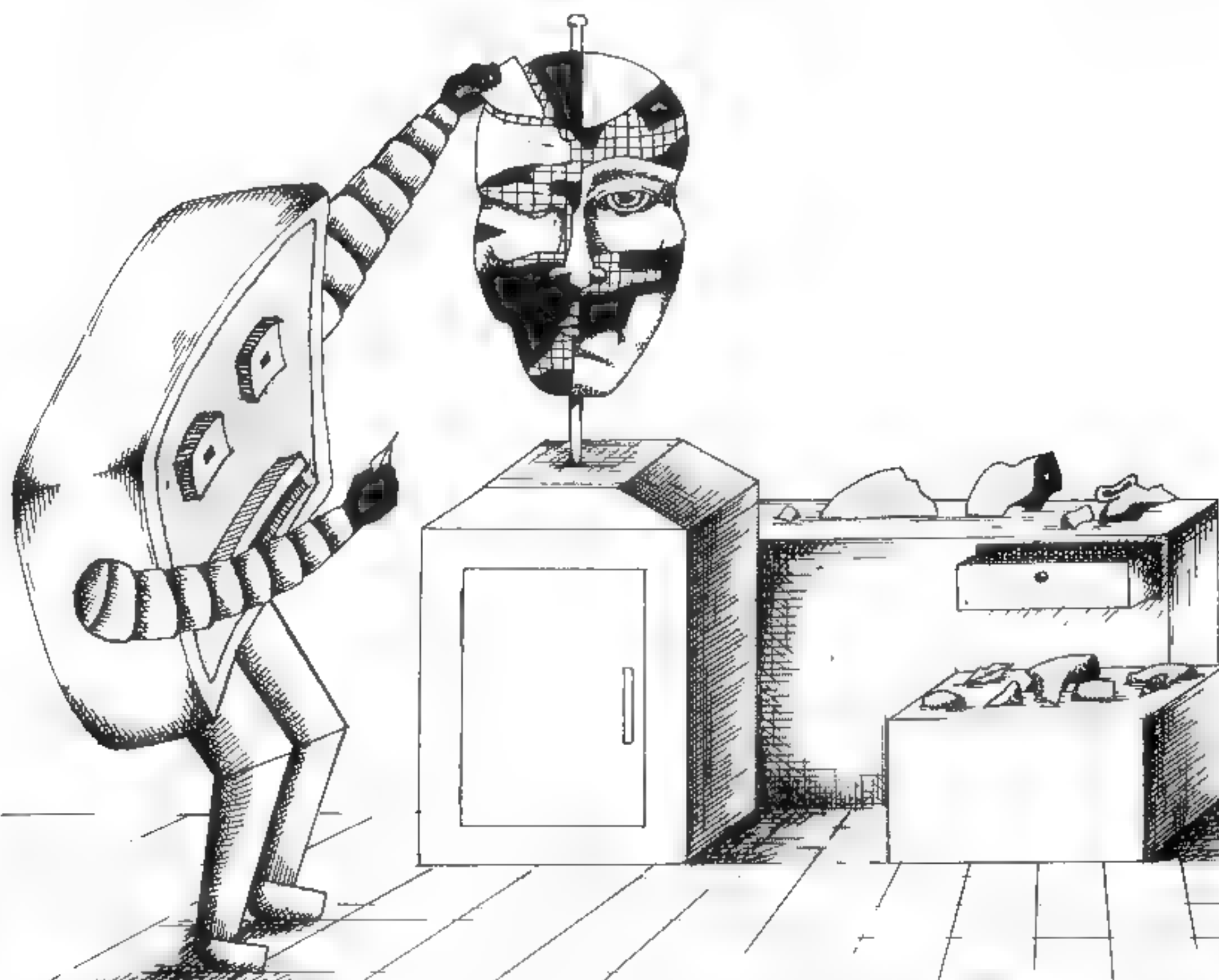
USE THIS amusing program written for the BBC B by Nicholas Green of Hampstead, London, to caricature your friends — or enemies. The computer will ask you the shape, colour, type and other characteristics of the features you would like it to draw and will build up a likeness gradually of the face you had in mind.

In **Facemaker** you answer the computer's questions by keying the initials of the colours and shapes you choose.

```

10 MODE 2
20 VDU 28,0,5,19,0
30 VDU 23;8202;0;0;0;
40 PRINT "Face colour?"
50 PROCcolour
60 PRINT "Is the face round or
square?"
70 H=GET
80 IF H<82 OR H>83 THEN GOTO
70
90 CLS
100 GCOL 0,D
110 IF H=82 THEN PROCround
120 IF H=83 THEN PROCsquare
130 PRINT "Mouth colour?"
140 PROCcolour
150 GCOL 0,D
160 PRINT "Is he Happy, normal
or sad?"
170 G=GET
180 IF G<>72 AND G<>78 AND G<>
83 THEN GOTO 170
190 CLS
200 MOVE 520,400
210 DRAW 880,400
220 IF G=72 THEN PROChappy
230 IF G=83 THEN PROCsad
240 PRINT "Eye colour?"
250 PROCcolour
260 BCOL 0,D
270 PROCeyes
280 PRINT "Nose colour?"
290 PROCcolour
300 GCOL 0,D
310 PRINT "Is it snobby, Normal
or round?"
320 REPEAT:G=GET:UNTIL G=83 OR
G=78 OR G=82
330 CLS
340 IF G=83 OR G=78 THEN PROCn
ose
350 IF G=82 THEN PROCroundnose
360 PRINT "Does he wear
spectacles?"
370 REPEAT:G=GET:UNTIL G=89 OR
G=78

```





```

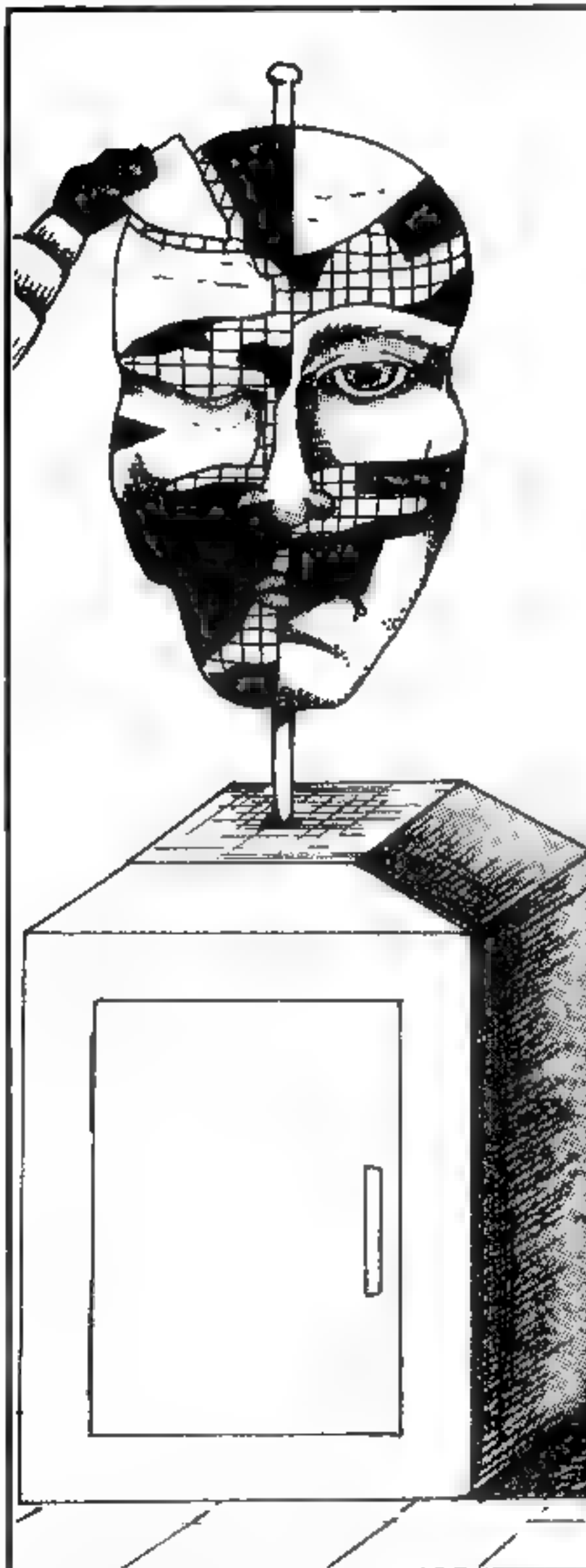
380 CLS
390 IF G=89 THEN PRINT "Spectacle colour?":PROCcolour:GCOL 0,D:
PROCgoggles
400 PRINT "Is he bald?"
410 REPEAT:G=GET:UNTIL G=89 OR G=78
420 CLS
430 IF G=89 THEN PRINT "Has he got wrinkles on his forehead?" ELSE GOTO 450
440 REPEAT:W=GET:UNTIL W=89 OR W=78:IF W=89 THEN PROCwrinkles:GOTO 530 ELSE GOTO 530
450 PRINT "Does he have multi-coloured hair?"
460 REPEAT:P=GET:UNTIL P=89 OR P=78
470 CLS
480 IF P=78 THEN PRINT "Hair colour?":PROCcolour:GCOL 0,D
490 PRINT "Does he have neat or messy hair?"
500 REPEAT:G=GET:UNTIL G=77 OR G=78
510 CLS
520 PROCchair
530 CLS
540 PRINT "Ear colour?"
550 PROCcolour
560 GCOL 0,D
570 PRINT "Do his ears stick out?"
580 REPEAT:G=GET:UNTIL G=78 OR G=89
590 CLS
600 PROCears
610 INPUT "What is his/her name?"NAME$
620 CLS
630 PRINT TAB(10-LEN(NAME$)/2,0);NAME$
640 END
650 DEF PROCround
660 MOVE 600,300
670 FOR N=0 TO 6.5 STEP .1
680 X=SIN N*300+700
690 Y=COS N*300+500
700 MOVE 500,500
710 PLOT 85,X,Y
720 NEXT
730 ENDPROC
740 DEF PROCsquare
750 MOVE 400,200
760 MOVE 400,800
770 PLOT 85,1000,800
780 MOVE 1000,200
790 PLOT 85,400,200
800 ENDPROC
810 DEF PROCchappy
820 DRAW 930,450
830 MOVE 520,400
840 DRAW 470,450
850 ENDPROC
860 DEF PROCsad
870 DRAW 930,350
880 MOVE 520,400
890 DRAW 470,350
900 ENDPROC
910 DEF PROCeyes
920 FOR E=600 TO 800 STEP 200
930 MOVE E,600
940 FOR N=0 TO 6.5 STEP .1
950 X=SIN N*10+E
960 Y=COS N*10+600
970 MOVE E,600
980 PLOT 85,X,Y
990 NEXT N
1000 NEXT E
1010 ENDPROC
1020 DATA B,R,G,Y,B,F,B,W,I
1030 DEF PROCcolour
1040 RESTORE 1020
1050 G=GET
1060 FOR D=0 TO 8
1070 READ T$
1080 IF T$=CHR$(G) THEN GOTO 1100
1090 NEXT D
1100 IF T$="I" THEN GOTO 1040

```

```

1110 IF T$="B" THEN CLS:PRINT "Is that Black, dark Blue or light Blue?" ELSE CLS:ENDPROC
1120 REPEAT:G=GET:UNTIL G=66 OR G=68 OR G=76
1130 IF G=66 THEN D=0
1140 IF G=68 THEN D=4
1150 IF G=76 THEN D=6
1160 CLS
1170 ENDPROC
1180 DEF PROCnose
1190 IF G=83 THEN VDU 23,240,28,34,65,85,65,65,0 ELSE VDU 23,240,24,36,66,129,102,24,0,0
1200 VDU 5
1210 MOVE 670,550

```



```

1220 PRINT CHR$(240)
1230 VDU 4
1240 ENDPROC
1250 DEF PROCnormal
1260 VDU 23,240,24,36,66,129,102,24,0,0
1270 VDU 5
1280 MOVE 670,550
1290 PRINT CHR$(240)
1300 VDU 4
1310 ENDPROC
1320 DEF PROCroundnose
1330 MOVE 700,540
1340 FOR N=0 TO 6.5 STEP .1
1350 X=SIN N*20+700
1360 Y=COS N*20+540

```

```

1370 MOVE 700,540
1380 PLOT 85,X,Y
1390 NEXT
1400 ENDPROC
1410 DEF PROCchair
1420 IF H=82 THEN GOTO 1510
1430 FOR J=400 TO 1000 STEP 2
1440 IF G=78 THEN C=J ELSE REPEAT:C=RND(1100):UNTIL C>300
1450 IF G=78 THEN B=700 ELSE REPEAT:B=RND(750):UNTIL B>600
1460 IF P=89 THEN GCOL 0,RND(7)
1470 MOVE J,800
1480 DRAW C,B
1490 NEXT
1500 ENDPROC
1510 FOR J=480 TO 920 STEP 2
1520 IF G=78 THEN C=J ELSE REPEAT:C=RND(1100):UNTIL C>300
1530 IF G=78 THEN B=700 ELSE REPEAT:B=RND(750):UNTIL B>600
1540 IF P=89 THEN GCOL 0,RND(7)
1550 MOVE J,800
1560 DRAW C,B
1570 NEXT
1580 IF G=77 THEN ENDPROC
1590 GCOL 0,0
1600 MOVE 480,730
1610 MOVE 480,800
1620 PLOT 85,950,800
1630 MOVE 480,800
1640 PLOT 85,950,720
1650 ENDPROC
1660 DEF PROCwrinkles
1670 CLS
1680 PRINT "Wrinkle colour?"
1690 PROCcolour:GCOL 0,D
1700 CLS
1710 PRINT "Are they straight or wonky?"
1720 REPEAT:G=GET:UNTIL G=83 OR G=87
1730 IF G=87 THEN GOTO 1790
1740 FOR J=650 TO 700 STEP 25
1750 MOVE 600,J
1760 DRAW 800,J
1770 NEXT J
1780 ENDPROC
1790 FOR J=650 TO 700 STEP 25
1800 MOVE 600,J
1810 DRAW 650,J+10
1820 DRAW 750,J-10
1830 DRAW 800,J
1840 NEXT J
1850 ENDPROC
1860 DEF PROCears
1870 IF G=89 THEN P=90 ELSE P=50
1880 FOR F=400 TO 1000 STEP 600
1890 IF F=400 THEN Q=3.2 ELSE Q=PI
1900 P=-P
1910 MOVE F,540
1920 FOR N=0 TO Q STEP .1
1930 X=SIN N*P+F
1940 Y=COS N*40+540
1950 MOVE F,540
1960 PLOT 85,X,Y
1970 NEXT
1980 NEXT
1990 ENDPROC
2000 DEF PROCgoggles
2010 MOVE 550,630
2020 DRAW 650,630
2030 MOVE 750,630
2040 DRAW 850,630
2050 DRAW 850,560
2060 DRAW 750,560
2070 DRAW 750,630
2080 MOVE 550,630
2090 DRAW 550,560
2100 DRAW 650,560
2110 DRAW 650,630
2120 MOVE 650,595
2130 DRAW 750,595
2140 MOVE 850,595
2150 DRAW 1000,595
2160 MOVE 400,595
2170 DRAW 550,595
2180 ENDPROC

```



# RISING DAMP

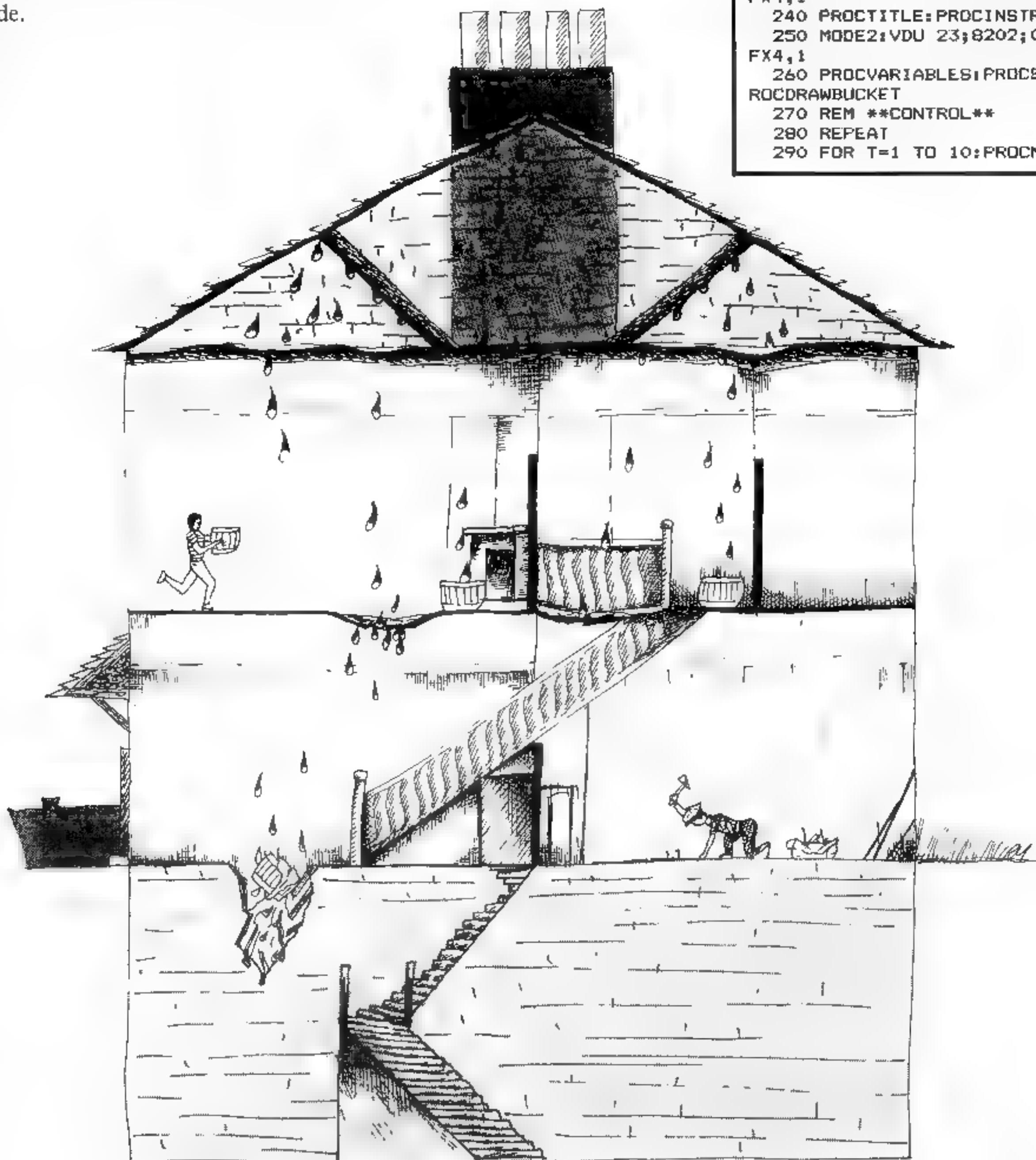
**T**HE ROOF of your house is leaking but if you move your bucket quickly you can catch the raindrops before they rot the floor, causing your bucket to fall through to the basement.

Use the cursor key to control your bucket. For each drop of water you catch you score one point; for each one you miss your floor becomes five units weaker. If the floor has not rotted at the end of one minute, a carpenter will arrive to strengthen it for you but the game becomes more difficult after that.

**Rising Damp** was written for the BBC B by Simon Rear of Immingham, Humberside.

```
10 REM ***RISING*DAMP***
20 REM * By S.Rear *
30 REM * 13th FEB.1984 *
40 REM ***RISING*DAMP***
50 REM ***DEFINE*CHARACTERS**
*
60 VDU 23,224,7,8,16,32,76,14
0,128,129
70 VDU 23,225,224,16,8,4,50,4
9,1,129
80 VDU 23,226,15,16,32,64,128
,128,192,160
90 VDU 23,227,240,8,4,2,1,1,3
,5
100 VDU 23,228,144,143,96,80,7
2,71,32,32
110 VDU 23,229,9,241,6,10,18,2
```

```
26,4,4
120 VDU 23,230,32,32,16,16,16,
24,4,3
130 VDU 23,231,4,4,8,8,8,24,32
,192
140 VDU 23,232,8,8,28,62,28,8,
0,0
150 VDU 23,233,0,24,0,129,66,0
,24,24
160 VDU 23,234,255,126,60,24,2
4,60,126,255
170 VDU 23,235,131,128,136,68,
35,16,8,7
180 VDU 23,236,193,1,17,34,196
,8,24,224
190 REM **ENVELOPES**
200 ENVELOPE 1,1,0,0,0,0,0,0,1
27,-4,-3,-2,126,0
210 REM **PROTECT*PROGRAM**
220 *KEY 10 OLDIM RUN :M
230 MODE1:VDU 23;8202;0;0;0;1;*
FX4,1
240 PROCTITLE:PROCINSTRUCTIONS
250 MODE2:VDU 23;8202;0;0;0;1;*
FX4,1
260 PROCVARIABLES:PROCSCREEN:P
ROCDRAWBUCKET
270 REM **CONTROL**
280 REPEAT
290 FOR T=1 TO 10:PROCMOVEBUCK
```





```

ET:NEXT T:PROCDROP
300 PROCTIME
310 UNTIL RE%=1 OR RE%=2
320 IF RE%=1 THEN GOTO 260
330 *FX4,0
340 MODE7:END
350 DEFPROC VARIABLES
360 SC%=0:TI%=60:FS%=100:BUX%=
580:BUY%=140:RE%=0
370 CT%=0:RX%=0:RY%=590:SK%=20
:RE%=""
380 ENDPROC
390 DEFPROC SCREEN
400 VDU5:MOVE 0,600:GCOL 0,1
410 RESTORE 420:FOR T=1 TO 5:R
EAD FX%,FY%,SX%,SY%,TX%,TY%:DRAW
FX%,FY%:DRAW SX%,SY%:PLOT 85,TX
%,TY%:NEXT T
420 DATA 0,600,50,600,50,0,50,
0,0,0,0,600,0,600,1279,600,650,9
00,1279,600,1229,600,1229,0,1229
,0,1279,0,1279,600
430 GCOL 0,7
440 FOR T=64 TO 1152 STEP 64:M
OVE T,30:VDU 234:NEXT T
450 GCOL 0,7
460 FOR T=600 TO 0 STEP-30:MOV
E 0,T:DRAW 50,T:MOVE 1229,T:DRAW
1279,T:NEXT T
470 GCOL 0,3:MOVE 280,700:PRINT
"rising damp":VDU 4
480 COLOUR 6:PRINT TAB(1,1):"s
core>":SC%
490 COLOUR 2:PRINT TAB(11,1):"
time>":TI%
500 COLOUR 5:PRINT TAB(1,2):"f
loor strength>":FS%
510 COLOUR 7:PRINT TAB(1,0):ST
RING$(17,"*"):TAB(1,3):STRING$(1
7,"*"):
520 ENDPROC
530 DEFPROC MOVEBUCKET
540 IF INKEY(-26) AND BUX%>85
PROCDLBUCKET:BUX%=BUX%-65:PROC
DRAWBUCKET
550 IF INKEY(-122) AND BUX%<10
75 PROCDLBUCKET:BUX%=BUX%+65:PR
OCDRAWBUCKET
560 ENDPROC
570 DEFPROC DRAWBUCKET
580 GCOL 0,3:VDU 5:MOVE BUX%,BUY
%
590 VDU 226,227,8,8,10,228,229
,8,8,10,230,231,4
600 FB%=1:PROCDROP
610 ENDPROC
620 DEFPROC DELBUCKET
630 PROCTIME
640 GCOL 0,0:VDU 5:MOVE BUX%,BUY
%
650 VDU 226,227,8,8,10,228,229
,8,8,10,230,231,4
660 ENDPROC
670 DEFPROC DROP
680 IF FB%=1 THEN FB%=0:KSX=SK
%+SK%/2:ELSE KSX=SK%
690 IF RX%>0 THEN 700 ELSE RX%
=RND(1066)+60:RY%=590
700 GCOL 0,0:VDU 5:MOVE RX%,RY%:
VDU 232
710 IF RY%<=130+SK% AND BUX%+2
0>=RX%+60 AND BUX%+20<=RX%+60 TH
EN PROCCAUGHT:ENDPROC
720 RY%=RY%-*SX%:IF RY%<=120 TH
EN PROCSPLASH:ENDPROC
730 GCOL 0,6:VDU 5:MOVE RX%,RY%
:VDU 232
740 VDU 4:R=0
750 ENDPROC
760 DEFPROC SPLASH
770 GCOL 0,6:MOVE RX%,80:VDU 233
: SOUND 3,-15,100+RND(100),1
780 FOR T=0 TO 20:NEXT T:GCOL 0
,0:MOVE RX%,80:VDU 233
790 VDU 4:RX%=0:PROCSTRENGTH
800 ENDPROC
810 DEFPROC CAUGHT
820 RX%=0:SC%=SC%+1:SOUND 0,1,
5,1
830 PROCSCORE
840 ENDPROC
850 DEFPROC SCORE

```

```

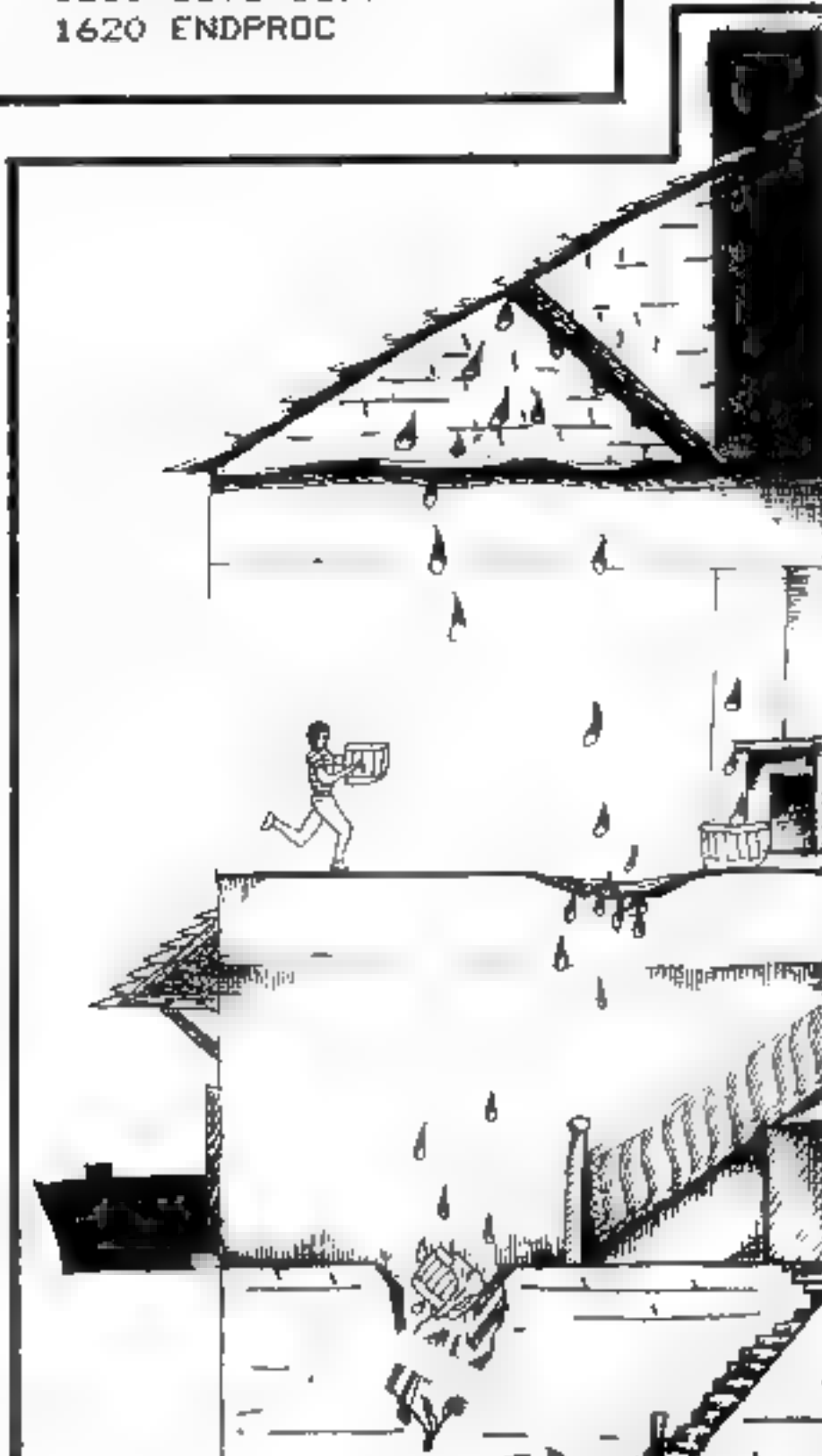
860 VDU 4:COLOUR 6:PRINT TAB(7,1
):SC%
870 VDU 5:PROCDRAWBUCKET
880 ENDPROC
890 DEFPROC TIME
900 CT%=CT%+1
910 IF CT%=7 THEN CT%=0 ELSE E
NDPROC
920 COLOUR 2:TI%=TI%-1
930 PRINT TAB(16,1):TI%," "
940 IF TI%=0 THEN PROCCARPENTE
R
950 ENDPROC
960 DEFPROC STRENGTH
970 FS%=FS%-5
980 COLOUR 5:PRINT TAB(16,2):F
S%," "
990 IF FS%=0 THEN PROCBREAKFLO
OR
1000 ENDPROC
1010 DEFPROC BREAKFLOOR
1020 FOR T=100 TO 30 STEP -1
1030 SOUND 3,-15,T,1:NEXT T
1040 FOR T=1 TO 200:NEXT T
1050 PROCDLBUCKET:VDU 5
1060 MOVE BUX%,30:VDU 9,9,127,1
27
1070 GCOL 0,3:VDU 226,227,8,8,22
8,229,8,8,230,231
1080 SOUND 3,1,12,2
1090 PROCRESTART:ENDPROC
1100 DEFPROC CARPENTER
1110 PROCDLBUCKET:VDU 5:RESTORE
1310
1120 FOR T=64 TO 960 STEP 64:MO
VE T,100
1130 GCOL 0,5:VDU 224,225,8,8,1
0,235,236,8,8,11
1140 READ A:IF A=999 THEN RESTO
RE 1310:GOTO 1140:ELSE READ B,C,D
:SOUND 1,-15,A,B:SOUND 2,-15,C,D
1150 GCOL 0,0:VDU 224,225,8,8,10
,235,236,8,8,11
1160 NEXT T
1170 SK%=SK%+8:TI%=60:FS%=105:V
DU 4:PROCTIME:PROCSCORE:PROCSTRE
NGTH
1180 VDU 4:PRINT TAB(2,20):"The
":CHR$(224):CHR$(225):TAB(6,21):
CHR$(235):CHR$(236):TAB(9,20):"h
as mended":TAB(3,22):"the floo
r."
1190 FOR Q=1 TO 5000:NEXT Q
1200 PRINT TAB(2,20):STRING$(17
," ")
1210 PRINT TAB(2,21):STRING$(16
," ")
1220 PRINT TAB(2,22):STRING$(16
," ")
1230 PROCDRAWBUCKET:VDU 4:ENDPR
OC
1240 DEFPROC TUNE
1250 RESTORE 1310
1260 FOR TU%=1 TO 6
1270 READ A,B,C,D
1280 SOUND 1,-15,A,B:SOUND 2,-1
5,C,D
1290 NEXT TU%
1300 FOR Q=1 TO 100:NEXT Q:ENDP
ROC
1310 DATA 129,10,33,10,149,5,53
,5,145,5,49,5,129,10,33,10,149,1
0,53,10,129,20,33,20,129,10,33,1
0,149,5,53,5,145,5,49,5,129,10,3
3,10,149,10,53,10,129,20,33,20,9
99
1320 DEFPROC TITLE
1330 COLOUR 3:PTX%=13:PTY%=32
1340 REPEAT
1350 PTY%=PTY%-1
1360 PRINT TAB(PTX%,PTY%):"RISI
NG DAMP"
1370 SOX%=SOX%+1:SOUND 3,-15,SOX
%,1:SOUND 2,-15,SOX%,1:SOUND 1,-15
,SOX%,1:FOR T=0 TO 50:NEXT T
1380 PRINT TAB(PTX%,PTY%):"
"
1390 UNTIL PTY%=3:PROC TUNE:SOX%
=0
1400 PRINT TAB(13,3):"RISING DA
MP"
1410 ENDPROC

```

```

1420 DEFPROC INSTRUCTIONS
1430 COLOUR 1:PRINT TAB(2,5):"Us
ing the arrow keys left and righ
t":TAB(2,6):"move your bucket an
d try to catch":TAB(2,7):"the fa
lling drops of water before"
1440 PRINT TAB(2,8):"they rot t
he floor causing your bucket":TA
B(2,9):"to drop through to the b
asement."
1450 PRINT TAB(2,10):"For each
drop caught you score":TAB(2,11)
:"1 point.":TAB(2,12):"For each
drop you miss the floor":TAB(2,1
3):"becomes 5 units weaker."
1460 PRINT TAB(2,14):"If after
1 minute your bucket hasn't":TAB
(2,15):"fell through the floor t
he"
1470 COLOUR 3:PRINT TAB(29,15):
CHR$(224):CHR$(225):TAB(29,16):C
HR$(235):CHR$(236):COLOUR 1
1480 PRINT TAB(2,17):"(carpente
r) will strengthen the":TAB(2,18)
:"floor. After this the game wil
l":TAB(2,19):"become increasingly
difficult."
1490 COLOUR 2:PRINT TAB(2,22):"D
isplayed on the screen is":TAB(
2,23):"SCORE- your score.":TAB(
2,24):"TIME- time (in secs.) bef
ore the":TAB(2,25):"carpenter ar
rives.":TAB(2,26):"STRENGTH OF F
LOOR- units of strength"
1500 PRINT TAB(21,27):"the floo
r has":TAB(21,28):"before it col
lapses"
1510 COLOUR 1:PRINT TAB(4,30):"P
RESS A KEY TO BEGIN"
1520 A$=GET$
1530 ENDPROC
1540 DEFPROC RESTART
1550 VDU 4
1560 PRINT TAB(3,20):">ANOTHER
GAME<":
1570 PRINT TAB(3,21):" (Y/N)
":
1580 RE$=GET$
1590 IF RE$="Y" OR RE$="y" THEN
CLS:RE%=1:ENDPROC
1600 IF RE$="N" OR RE$="n" THEN
CLS:RE%=2:ENDPROC
1610 GOTO 1580
1620 ENDPROC

```





# TENNIS

```

100NERRORRUN
20MODE7
30PROCINTRO
40MODE5
50PROCINIT
60PROCSCREEN
70FORI=1TO1000:NEXT
80PROCBALL
90IFD%<0 THEN PROC_PLAYER1:GO
TO110
100IF P%=1 THEN PROC_COMP ELSE
PROC_PLAYER2
110GOTO80
120
130DEFFPROCMISS
140MOVEA%,B%:GCOLO,0:VDU240:A%
=A%+C%:B%=B%+D%:MOVEA%,B%:GCOLO,
3:VDU240
150SOUND1,1,0,30
160FORI=1TO3000:NEXT
170IFB%<70 C=C+1 ELSE Y=Y+1
180GOTO60
190DEFFPROCBALL:GCOLO,0:MOVEA%,
B%:PRINTCHR$240
200A%=A%+C%:B%=B%+D%
210IFB%<70 B%=70
220IFB%>1010 B%=1010
230IF A%<47 A%=47:SOUND1,1,1,1:
C%=-C%
240IF A%>897 A%=897:SOUND1,1,1,
1:C%=-C%
250GCOLO,2:MOVEA%,B%:PRINTCHR$
240
260IFB%=70 PROCHIT(X%)
270IFB%=1010 PROCHIT(Z%)
280ENDPROC
290DEFFPROC_PLAYER1:MOVEX%,50:P
LOT3,100,0:IF INKEY(-98) X%=X%-R
% ELSE IF INKEY(-67) X%=X%+R%
300GCOLO,1:MOVEX%,50:PLOT1,100
,0
310*FX15,1
320ENDPROC
330DEFFPROCHIT(H%):IFA%+10<H% O
R A%>(H%+110) THENPROCMISS
340V%=A%-H%-50:D%=-D%:C%=V%/2
350SOUND1,1,50,2
360ENDPROC
370DEFFPROC_COMP:IF A%-Z%>20 AN

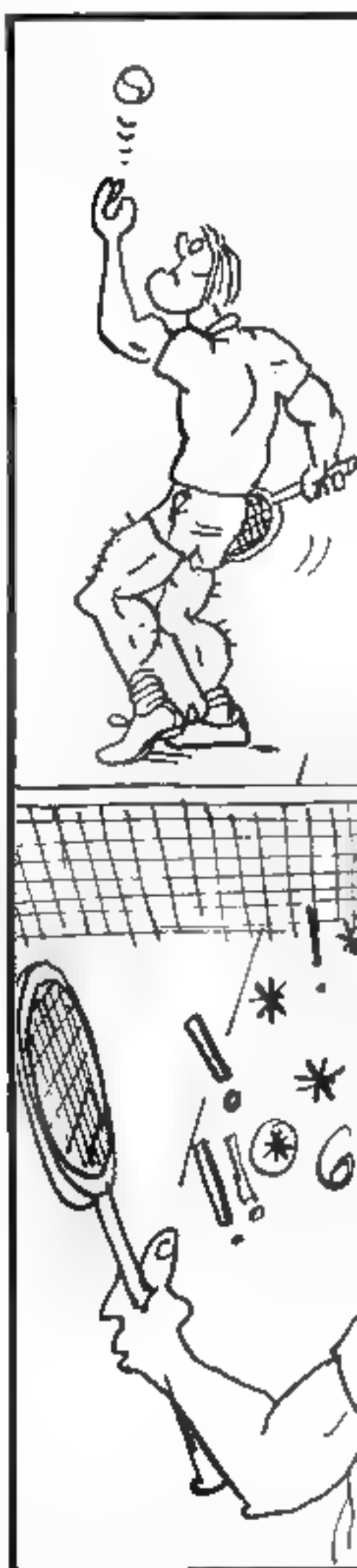
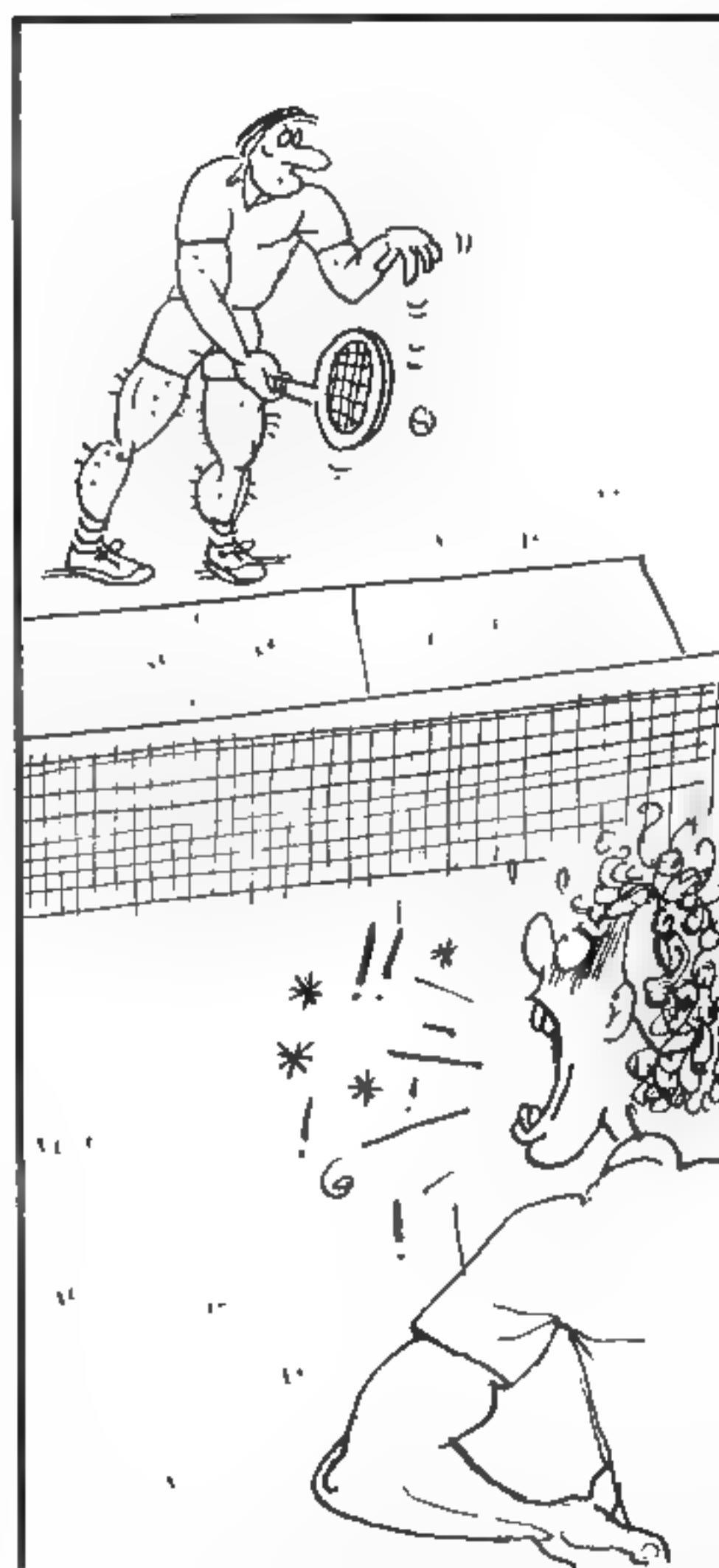
```

**T**ENNIS for the BBC B will bring back memories to anyone who has played the classic video game. Here you can compete either against the computer or against another player, the winner being the first to reach 10 points. You cannot move your bat until the other person has hit the

```

D A%-Z%<80 THEN FORI=1TO10:NEXT:
GOTO390 ELSE MOVEZ%,1000:PLOT3,1
00,0:IF(Z%+50)>A% THEN Z%=Z%-(12
+(R%/4)) ELSE Z%=Z%+(12+(R%/4))
380GCOLO,2:MOVEZ%,1000:PLOT1,1
00,0
390ENDPROC
400DEFFPROCNEW:MOVE50,600:PRINT

```



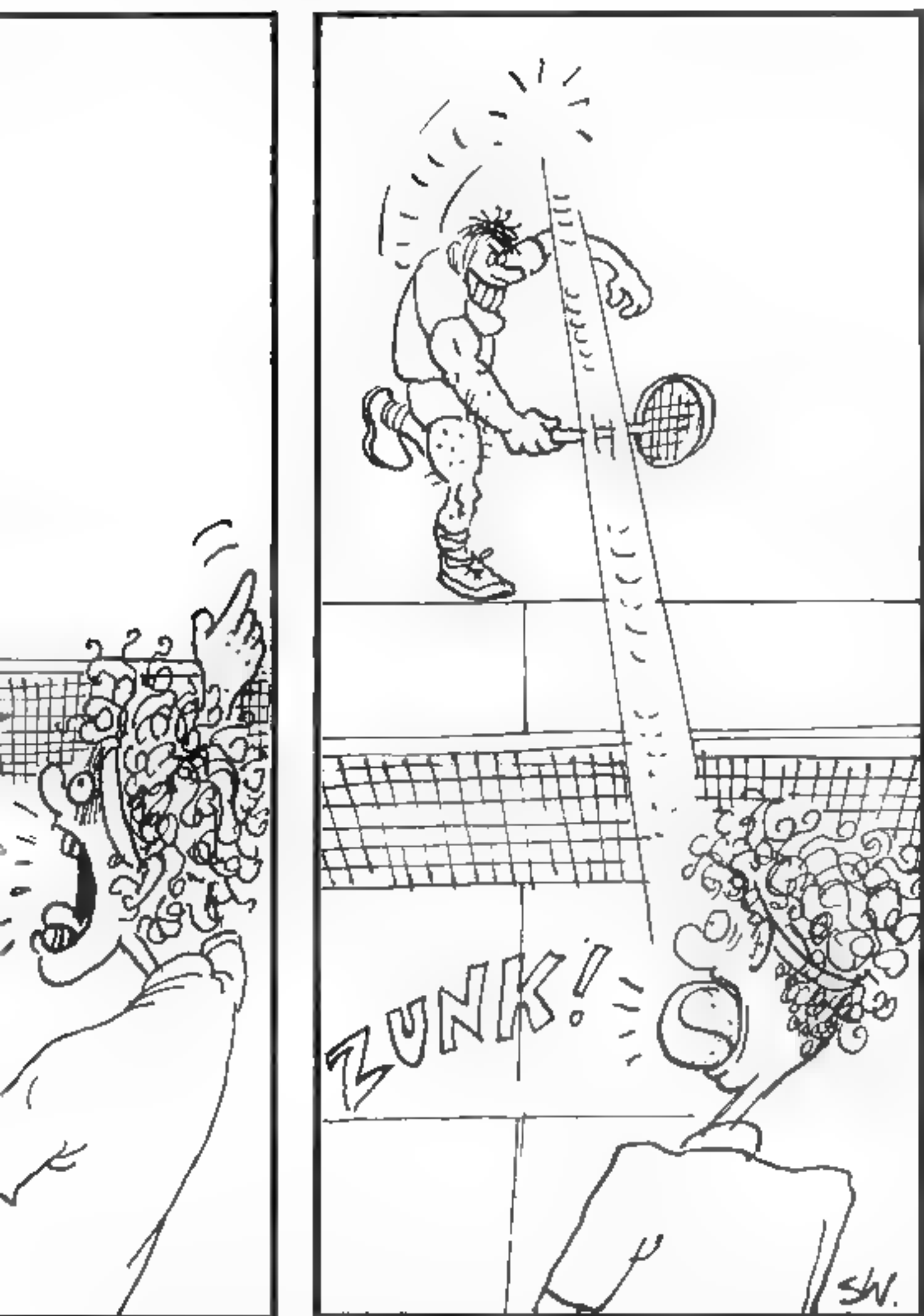


# IS

ball back to you and you can send the ball at an angle by using the side of your bat.

There are five speeds from which to choose in **Tennis** and according to J Bradshaw of Peebles, Tweeddale, who wrote the program, it is possible, but not easy, to win at all levels.

```
"ANOTHER GAME?":*FX15,1
410*FX12,0
420A$=GET$:IFA$="Y" RUN ELSE C
LS:VDU4:PRINTTAB(6,10);"GAME OVE
R"':END
430ENDPROC
440DEFPROCINIT
450VDU5
```



```
460C=0:Y=0:VDU23,240,0,0,0,192
,192,0,0,0
470ENVELOPE1,3,10,10,10,1,1,1,
127,0,0,-127,126,126
480*FX12,1
490*FX11,7
500ENDPROC
510DEFPROCSCREEN
520VDU4:CLS:VDU5
530GCOL0,3:MOVE32,50:DRAW32,10
00:MOVE915,50:DRAW915,1000:GCOL0
,2:MOVE1050,950:PRINT;C:MOVE400,
1000:DRAW500,1000:GCOL0,1:MOVE10
50,150:PRINT;Y:MOVE400,50:DRAW50
0,50
540IFP%=2 THEN570
550IFC=10 THEN MOVE300,800:PRI
NT"I WIN":PROCNEW
560IFY=10 THEN MOVE200,800:PRI
NT"YOU WIN":PROCNEW
570IF C=10 OR Y=10 PROCNEW
580X%=400:Z%=400:A%=450:C%=RND
(20)-10:IFRND(1)<0.5 B%=820:D%=-
R% ELSE B%=200:D%=R%
590ENDPROC
600DEFPROC_PLAYER2:MOVEZ%,1000
:PLOT3,100,0:IF INKEY(-103) Z%=Z
%-R% ELSE IFINKEY(-104) Z%=Z%+R%
610GCOL0,2:MOVEZ%,1000:PLOT1,1
00,0
620IFB%<1010 AND B%>1009-R% PR
OCHIT(Z%)
630*FX15,1
640ENDPROC
650DEFPROCINTRO
660*FX12,0
670PRINT:VDU131,141:PRINTTAB(9
);"T E N N I S":VDU133,141:PRINT
TAB(9);"T E N N I S":VDU134:PRIN
TTAB(10);"=====
680PRINTTAB(8,6);CHR#131;"1 OR
2 PLAYERS ?":;F%=GET:IFP%<>49 A
ND P%<>50 GOTO680 ELSE F%=P%-48
690IFP%=1 PRINTTAB(5,11);CHR#1
31;"You control the";CHR#129;"RE
D";CHR#131;"bat":PRINT:PRINTCHR#
133;TAB(12);"'Z' [ ] 'X'":GOTO
720
700PRINTTAB(1,11);CHR#131;"Pla
yer 1 controls the";CHR#129;"RED
";CHR#131;"bat":PRINT:PRINTCHR#1
33;TAB(12);"'Z' [ ] 'X'"
710PRINT';CHR#134;"Player 2 c
ontrols the";CHR#131;"YELLOW";CH
R#134;"bat":PRINT:PRINTCHR#130;T
AB(12);"'<' [ ] '>'"
720 PRINTTAB(6,8);CHR#129;CHR#
136;"Enter Speed (1-5)":;R%=GET:
IFR%<49 OR R%>53 GOTO720 ELSE R%
=(R%-48)*5+5
730ENDPROC
```



# UNION JACK

```

10 REM UNION JACK & NATIONAL
ANTHEM
20 REM Michael Bowles Feb 1
984
30 MODE2
40 MOVE50,0:MOVE50,1000:PLOT8
5,1150,0:PLOT85,1150,1000
50 GCOLOR,4
60 MOVE50,600:MOVE400,600:PLO
T85,50,950
70 MOVE400,400:MOVE50,400:PLO
T85,50,50
80 MOVE500,0:MOVE500,300:PLOT
85,200,0
90 MOVE700,0:MOVE700,300:PLOT
85,1000,0
100 MOVE1150,50:MOVE1150,400:P
LOT85,800,400
110 MOVE1150,600:MOVE800,600:P
LOT85,1150,950
120 MOVE700,700:MOVE700,1000:P
LOT85,1000,1000
130 MOVE500,700:MOVE500,1000:P
LOT85,200,1000
140 GCOLOR,1
150 MOVE50,550:MOVE50,450:PLOT
85,1150,550:PLOT85,1150,450
160 MOVE550,1000:MOVE650,1000:
PLOT85,550,0:PLOT85,650,0
170 MOVE150,1000:MOVE50,1000:P
LOT85,1150,0:PLOT85,1050,0
180 MOVE1050,1000:MOVE1150,100
0:PLOT85,50,0:PLOT85,150,0
190 TIME=0:REPEATUNTILTIME=200
200 SOUND1,-5,129,10
210 SOUND1,5,129,10
220 SOUND1,-5,137,10
230 SOUND1,5,125,15

```

**J**UST THE THING for any patriot-ic occasion, **Union Jack** for the BBC B displays the British flag and a few seconds later plays the

National Anthem. It was written by Michael Bowles of Sutton-cum-Lound, Nottinghamshire.

```

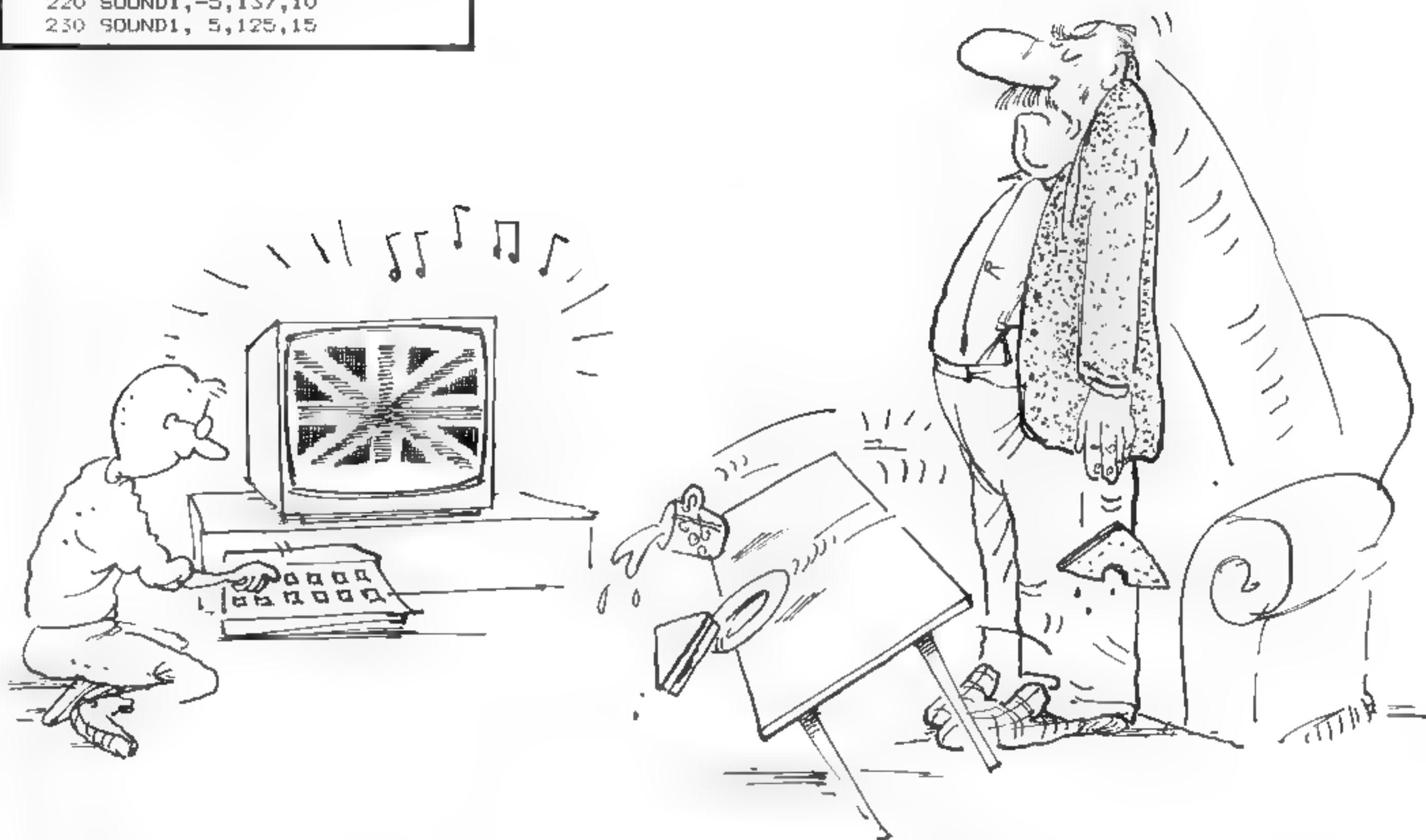
240 SOUND1,-5,129,5
250 SOUND1,-5,137,10
260 SOUND1,5,145,10
270 SOUND1,-5,145,10
280 SOUND1,-5,149,10
290 SOUND1,-5,145,10
300 SOUND1,5,145,5
310 SOUND1,-5,137,5
320 SOUND1,-5,129,10
330 SOUND1,5,137,10
340 SOUND1,-5,129,10
350 SOUND1,5,125,10
360 SOUND1,-5,129,10
370 SOUND1,-5,157,10
380 SOUND1,-5,157,10
390 SOUND1,-5,157,10
400 SOUND1,-5,157,15
410 SOUND1,5,149,5
420 SOUND1,-5,145,10

```

```

430 SOUND1,-5,149,10
440 SOUND1,5,149,10
450 SOUND1,-5,149,10
460 SOUND1,5,149,15
470 SOUND1,-5,145,5
480 SOUND1,5,137,10
490 SOUND1,-5,145,10
500 SOUND1,5,149,5
510 SOUND1,5,145,5
520 SOUND1,5,137,5
530 SOUND1,5,129,5
540 SOUND1,5,145,15
550 SOUND1,-5,149,5
560 SOUND1,5,157,10
570 SOUND1,-5,165,5
580 SOUND1,5,149,5
590 SOUND1,5,145,10
600 SOUND1,5,137,10
610 SOUND1,5,129,30

```





# BALANCE

**G**AVIN HENDERSON of Stockton-on-Tees, Cleveland, wrote **Balance** for the BBC B to improve your skill at addition.

Every time you answer a sum correctly you will tip the scales and be rewarded with a large tick; for an incorrect answer the balance stays as it is and a cross appears.

```

10 REM BALANCE By G.Henderson
20 REM 19th November 1983
30
35 R=0
40 FOR Q=1 TO 10
45 MODE 1
50 REM MAIN PROGRAM
60 PROCdraw
70 GCOL0,3
80 MOVE 300,400:DRAW 900,600
90 MOVE 300,400
100 DRAW 300,350
105 MOVE 900,600:DRAW 900,550
110 A=RND(10):B=RND(8)
120 PRINT TAB(28,15);"?"
130 PRINT TAB(8,21);A;"+";B
140 PRINT TAB(0,0)"WHAT DO YOU
    THINK ? WILL EQUAL"
150 INPUT E
160 IF E=A+B THEN CLS:R=R+1:PR
    OCdraw:PROCllevel
170 IF E>A+B THEN CLS:PROCdraw
    :PROCdown
180 IF E<A+B THEN CLS:PROCdraw
    :PROCdown
190 FOR C=0 TO 2000:NEXT
200 NEXT Q
210 MODE 7
220 PRINTTAB(0,5);CHR$(141);CH
    R$(129);"YOU GOT ";R;" OUT OF 10
    "
230 PRINTTAB(0,6);CHR$(141);CH
    R$(129);"YOU GOT ";R;" OUT OF 10
    "
240 PRINTTAB(5,15);CHR$(141);C
    HR$(133);"WOULD YOU LIKE ANOTHER
    GO?"
250 PRINTTAB(5,16);CHR$(141);C
    HR$(133);"WOULD YOU LIKE ANOTHER
    GO?"
260 IF GET$="Y" THEN GOTO 10
270END
1000 DEF PROCllevel
1010 PROCdraw

```

```

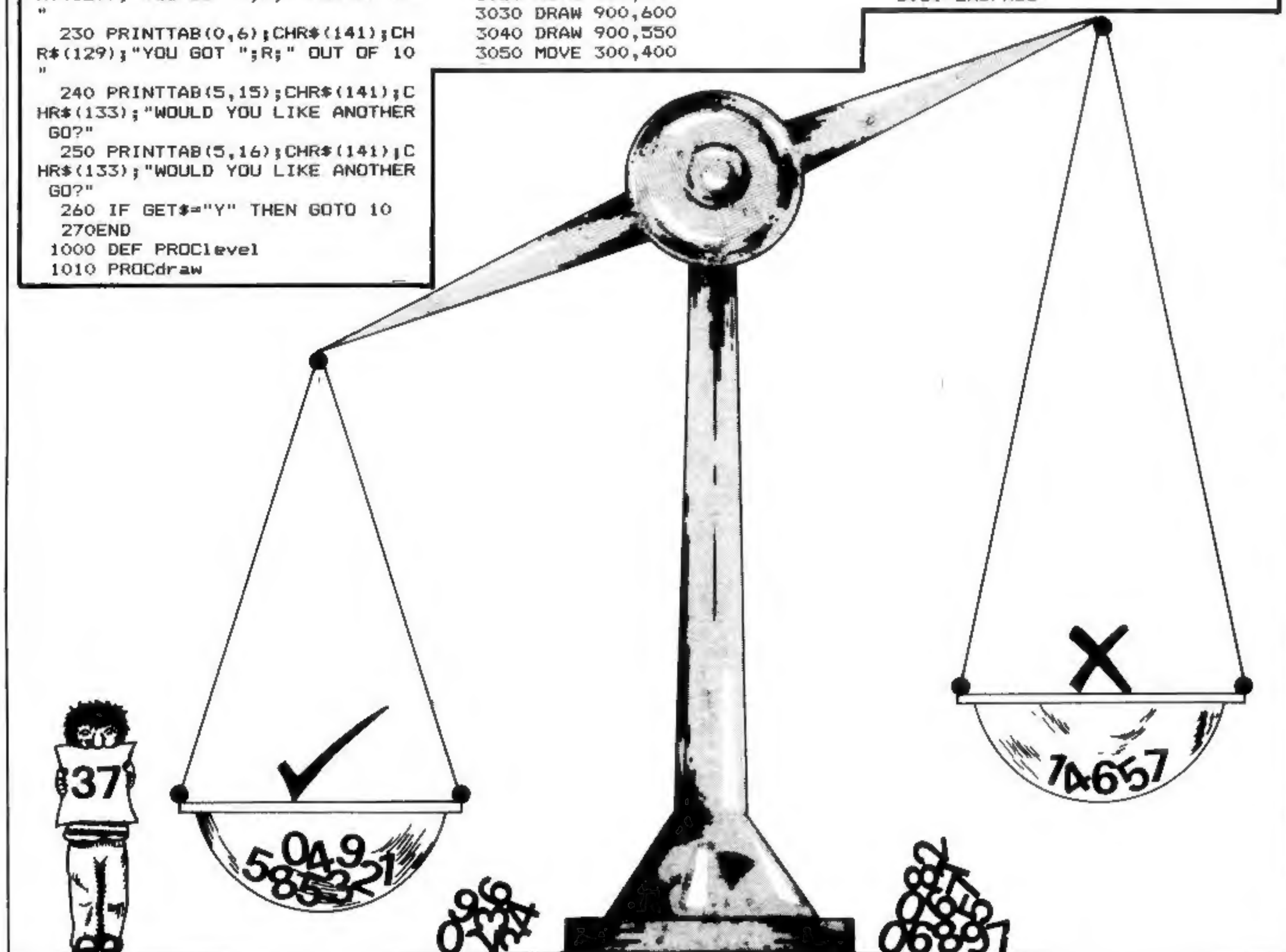
1020 GCOL 0,0
1030 MOVE300,400
1040 DRAW900,600
1050 MOVE300,400
1060 DRAW300,350
1070 MOVE900,600
1080 DRAW900,550
1090 PRINT TAB(8,18);A;"+";B
1100 PRINT TAB(28,18);E
1110 GCOL0,3
1120 MOVE 300,500
1130 DRAW 900,500
1140 DRAW 900,450
1150 MOVE 300,500:DRAW 300,450
1160 PROCright
1170 ENDPROC
2000 DEF PROCdraw
2005 VDU19,0,4,0,0,0
2010 GCOL0,1
2020 MOVE900,100
2030 MOVE300,100
2040 PLOT85,900,200
2050 PLOT85,300,200
2060 MOVE 500,200
2070 MOVE 700,200
2080 PLOT85,600,500
2090 ENDPROC
3000 DEF PROCllevel
3010 GCOL0,3
3020 MOVE 300,400
3030 DRAW 900,600
3040 DRAW 900,550
3050 MOVE 300,400

```

```

3060 DRAW300,350
3070 PRINT TAB(8,21);A;"X";B
3080 PRINT TAB(28,15);E
3090 PROCwrong
3100 ENDPROC
4000 DEFPROCdown
4010 GCOL0,3
4020 MOVE 300,600
4030 DRAW 900,400
4040 DRAW 900,350
4050 MOVE 300,600
4060 DRAW 300,550
4070 PRINT TAB(8,14);A;"+";B
4080 PRINT TAB(28,21);E
4090 PROCwrong
4100 ENDPROC
5000 DEF PROCwrong
5010 SOUND0,-15,0,5:SOUND0,-15,
    1,5:SOUND0,-15,2,5
5020 MOVE 900,700
5030 DRAW 1100,900
5040 MOVE 1100,700
5050 DRAW 900,900
5060 ENDPROC
6000 DEF PROCright
6010 SOUND1,-15,200,10
6020 MOVE 1100,900
6030 DRAW 900,700
6040 DRAW 900,800
6050 ENDPROC

```





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... he punched the key, and  
the control monitor filled  
with the picture of  
bug-eyed wasps attacking  
from their volcanic nest;  
decisively he dived to the  
left and his laser gun burst  
into action...  
3D ACTION, EXPLOSIVE  
SOUND EFFECTS  
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... there was no escape, he  
had to enter the Vortex and  
bet on his skills! He  
grabbed the manual  
controls and with  
determination fired both  
upper deck guns...  
KEYBOARD OR JOYSTICK,  
EXCELLENT SOUND  
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For the BBC Micro Model B



... the continued thunder  
of the hissing ground  
missiles had long now  
deafened him - unless he  
had some of those  
bombers down, the fleet,  
in the small stretch of  
water was a sitting  
duck...  
3D ACTION, SOUND  
EFFECTS, BEAUTIFUL  
GRAPHICS  
BBC MODEL B  
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For the BBC Model B



... the movement of the  
saloon-bar door was all the  
warning he needed! At the  
speed of light his hand  
moved toward his holster,  
while a sixth sense  
warned him of the upper  
floor window...  
3D ACTION, SOUND  
EFFECTS, BEAUTIFUL  
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		Total £ _____

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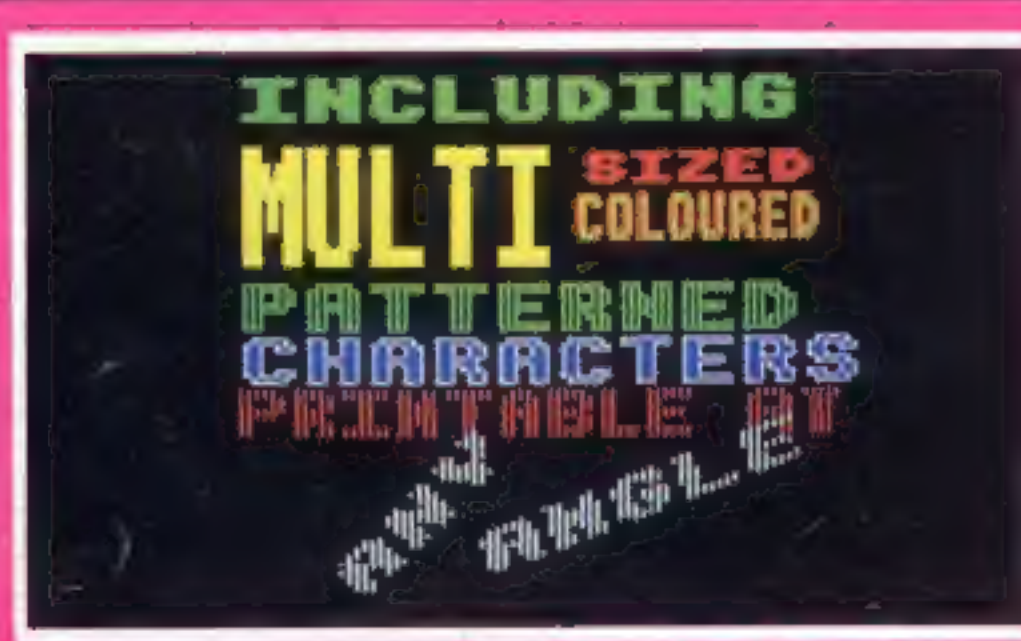
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# Software for the BBC micro

## Graphics ROM



### The Graphic Extension ROM for the BBC Micro 32K

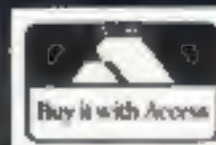
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These are multi-coloured shapes up to 24 x 24 pixels in size.  
Once a sprite has been designed (using in-built routine) it can be plotted at any position on the screen and easily moved around. A sprite can also be part of a 'film' — a sequence of frames allowing animation. Up to 32 sprites or 'films' can be active on the screen at any time. A 'film' can contain up to 47 frames, each frame being any sprite image.
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